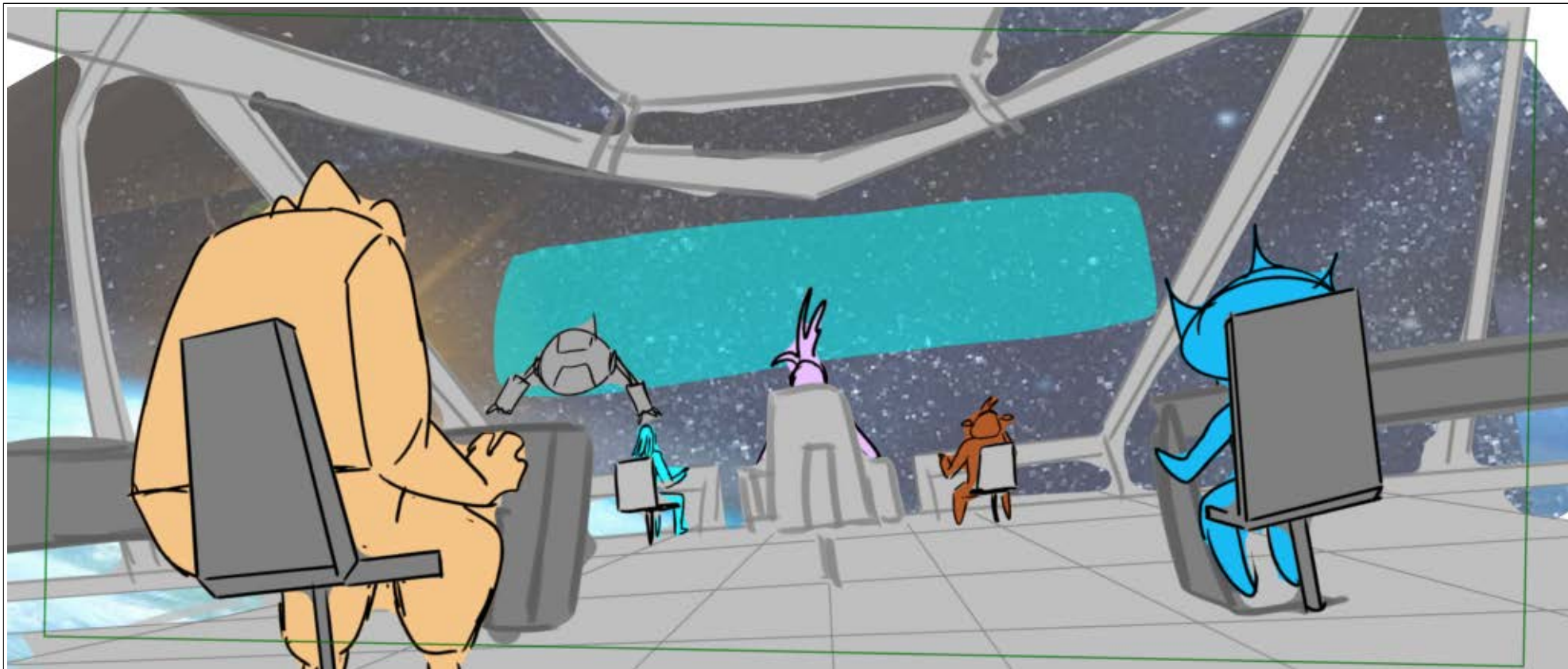


Scene	Duration	Panel	Duration
010	01:00	001	01:00

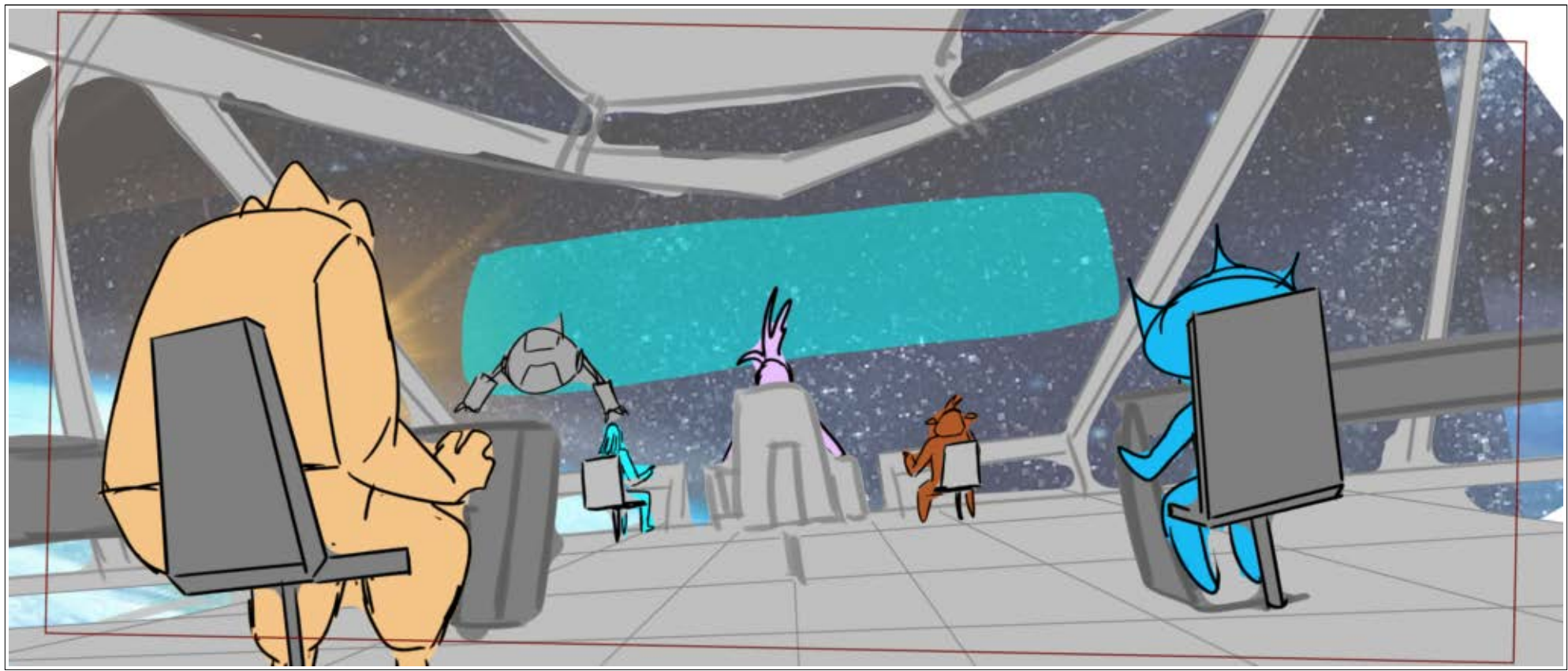


Dialog

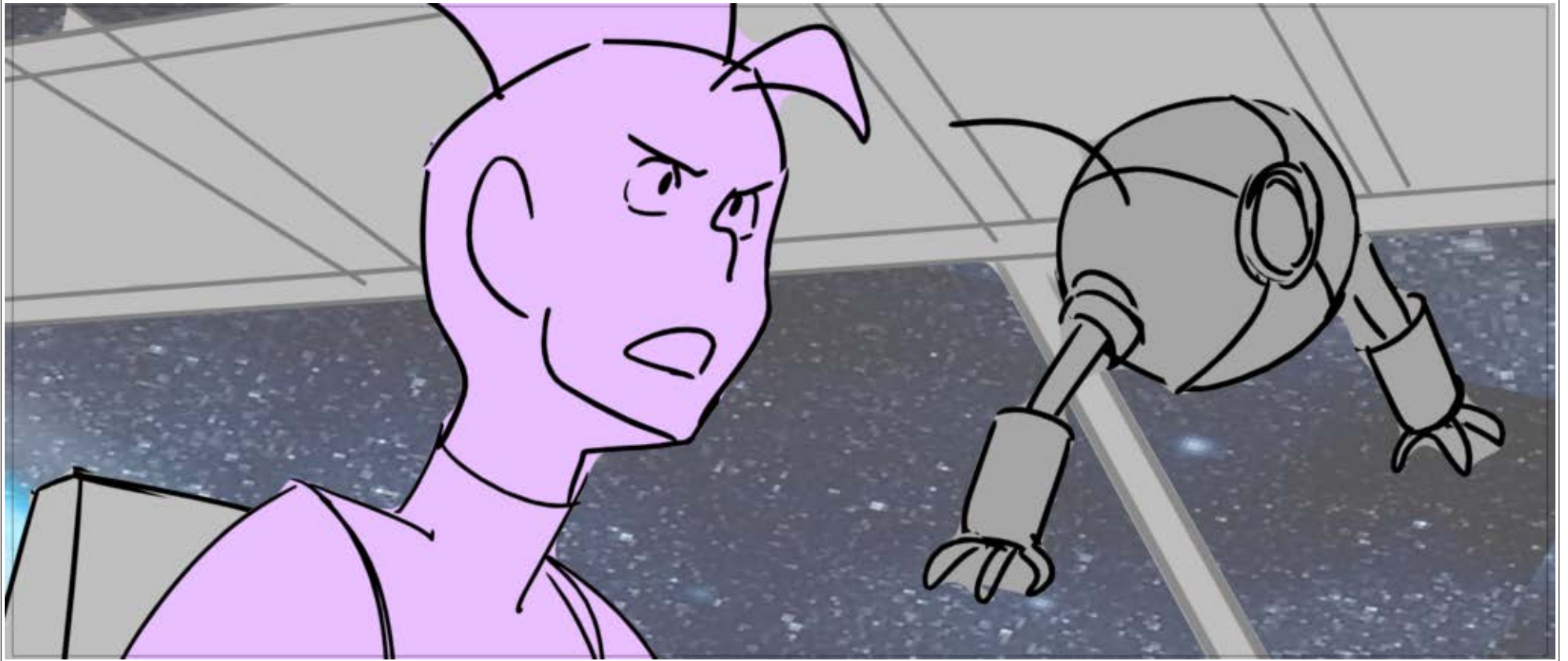
ZERO

1 We're leaving the Neutral Zone.

Scene	Duration	Panel	Duration
010	01:00	001	01:00



Scene	Duration	Panel	Duration
020	01:00	001	01:00



Dialog

DAL

2 Everyone keep cool. We can?t afford any more mistakes.

Scene	Duration	Panel	Duration
030	03:00	001	01:00



Dialog

GWYN

3 The Dauntless has locked onto our coordinates.

Scene	Duration	Panel	Duration
030	03:00	001A	01:00



Dialog

GWYN

3 The Dauntless has locked onto our coordinates.

Scene	Duration	Panel	Duration
030	03:00	001B	01:00

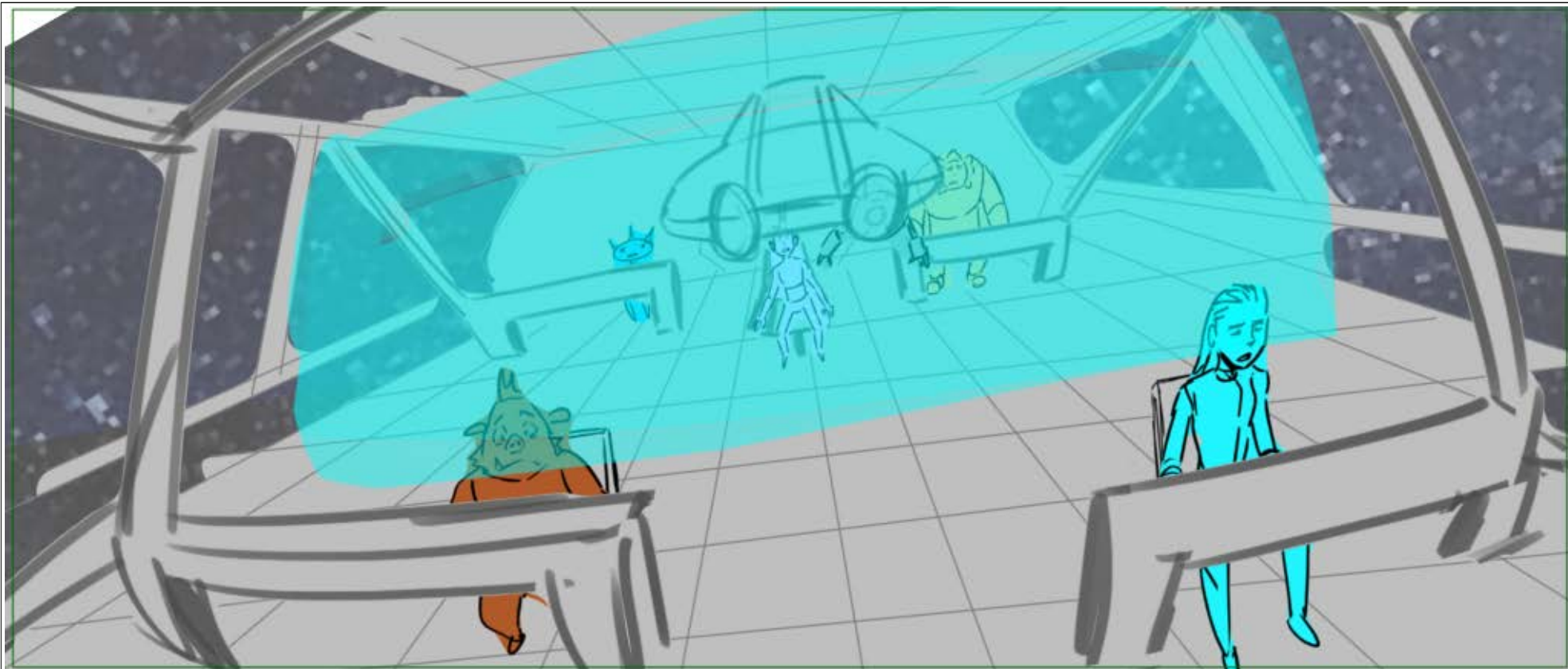


Dialog

GWYN

3 The Dauntless has locked onto our coordinates.

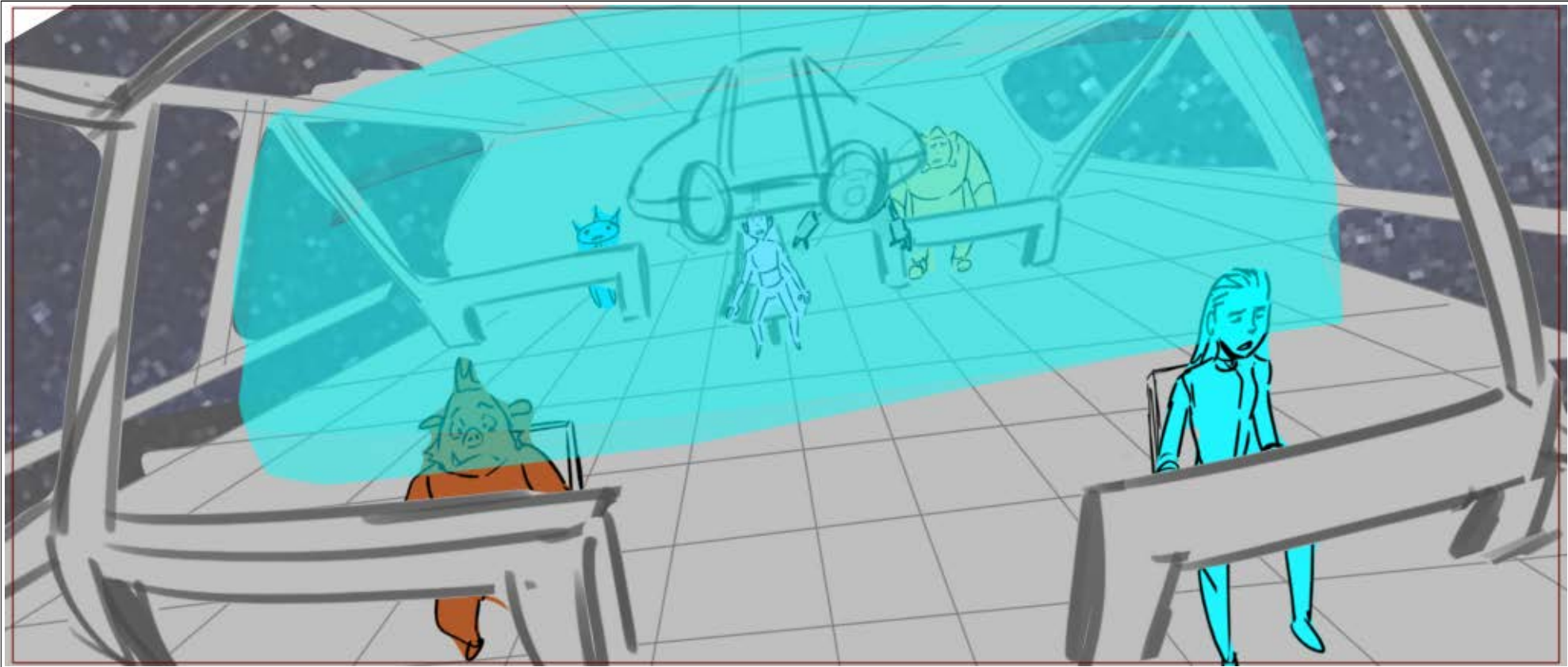
Scene	Duration	Panel	Duration
060	02:00	001	00:14



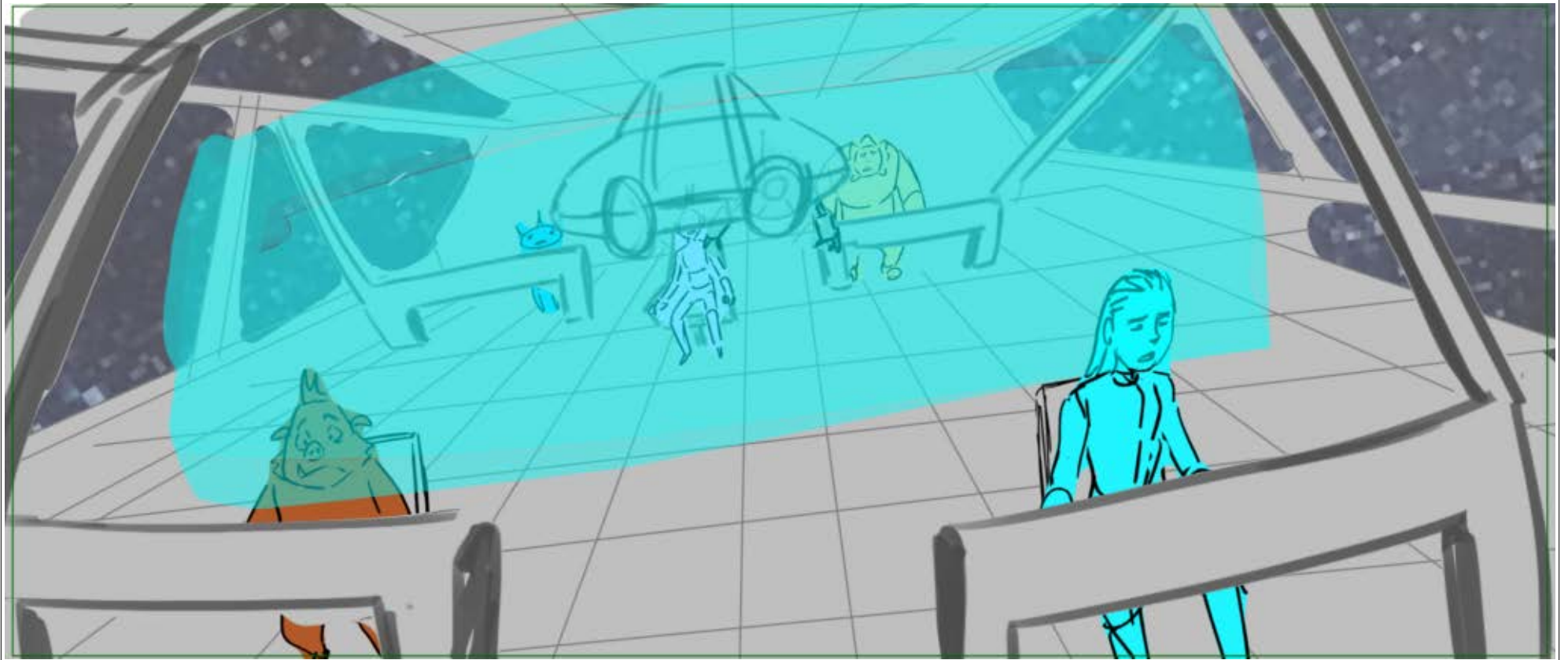
Dialog

They are hailing us.

Scene	Duration	Panel	Duration
060	02:00	001	00:14



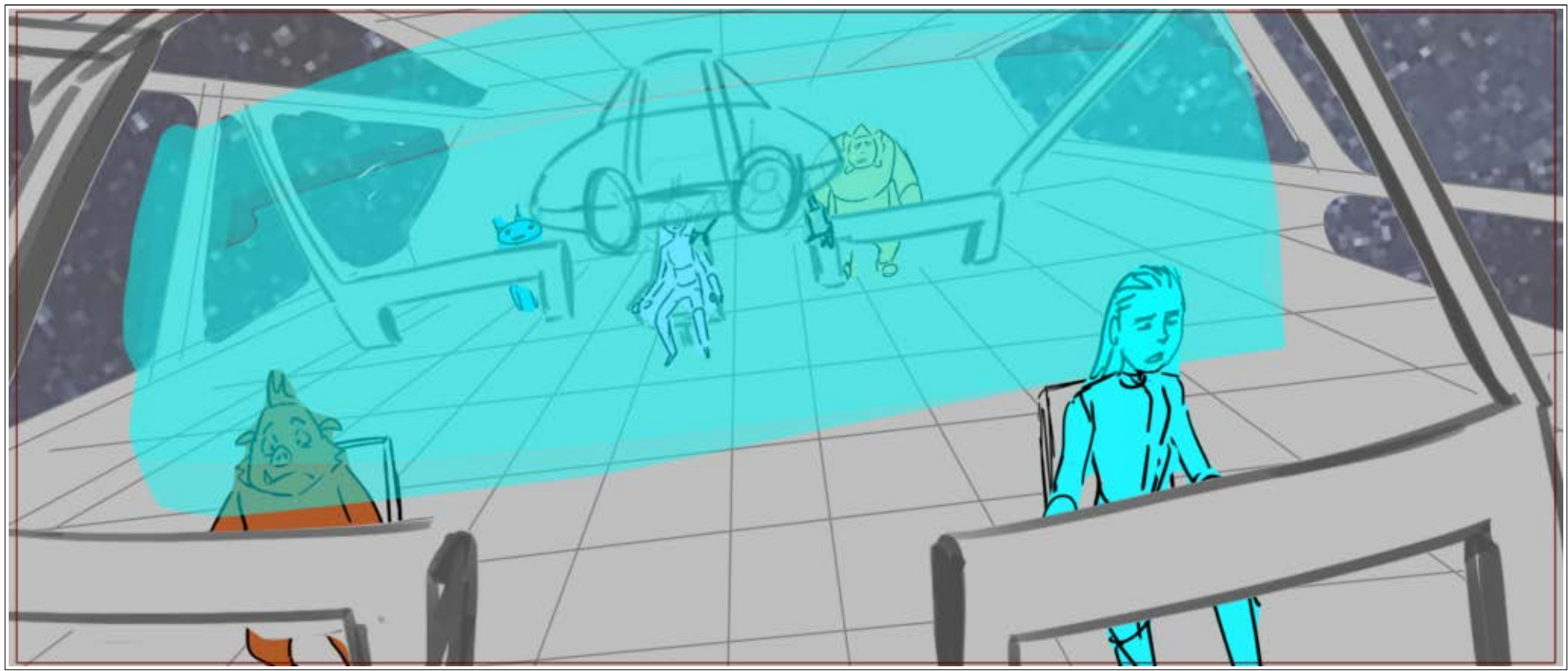
Scene	Duration	Panel	Duration
060	02:00	001A0	00:10



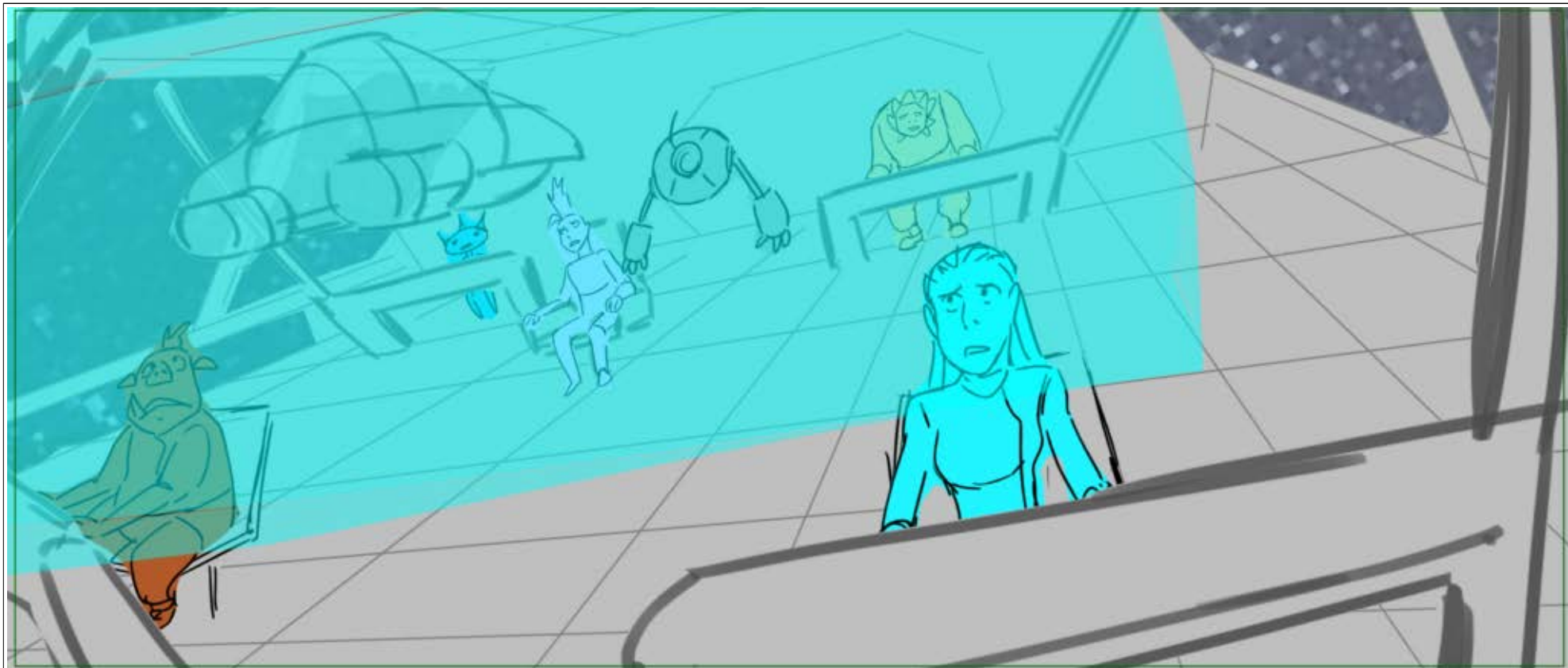
Dialog

They are hailing us.

Scene	Duration	Panel	Duration
060	02:00	001A0	00:10

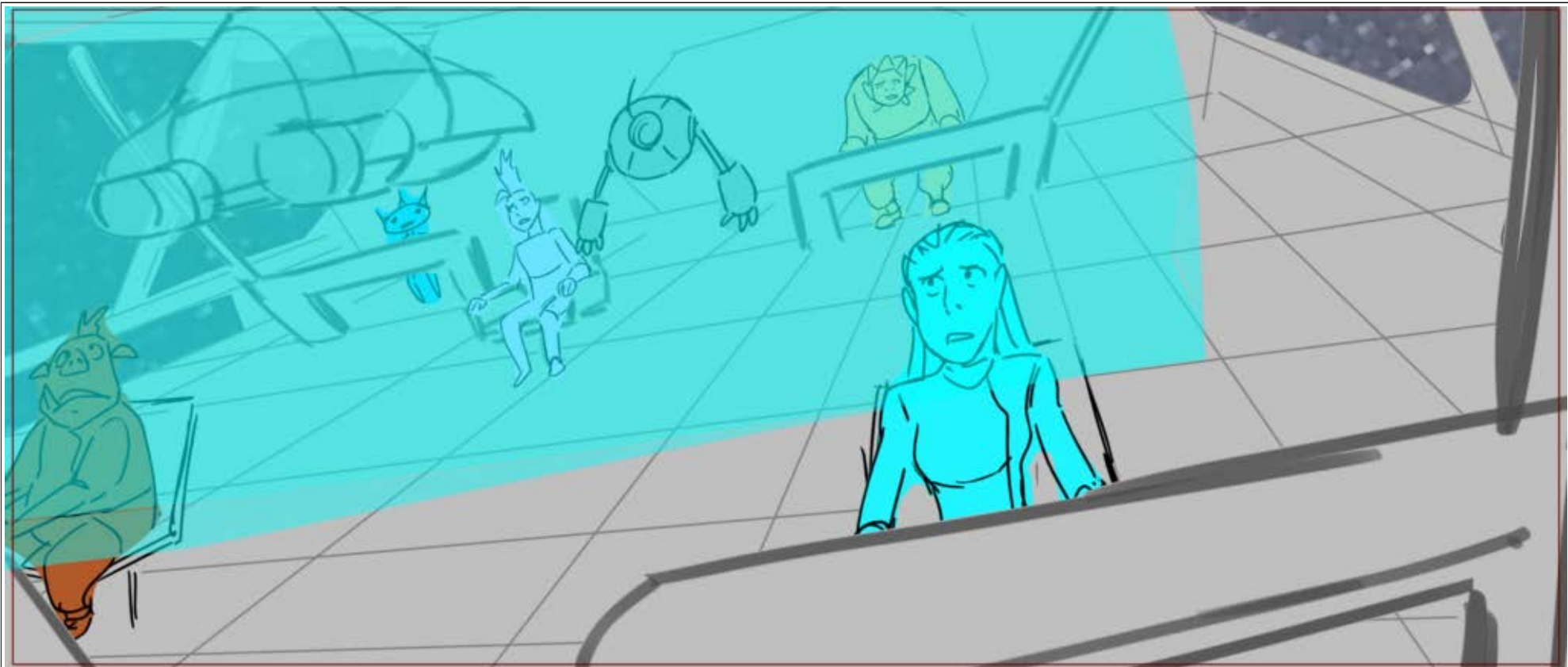


Scene	Duration	Panel	Duration
060	02:00	001A	01:00

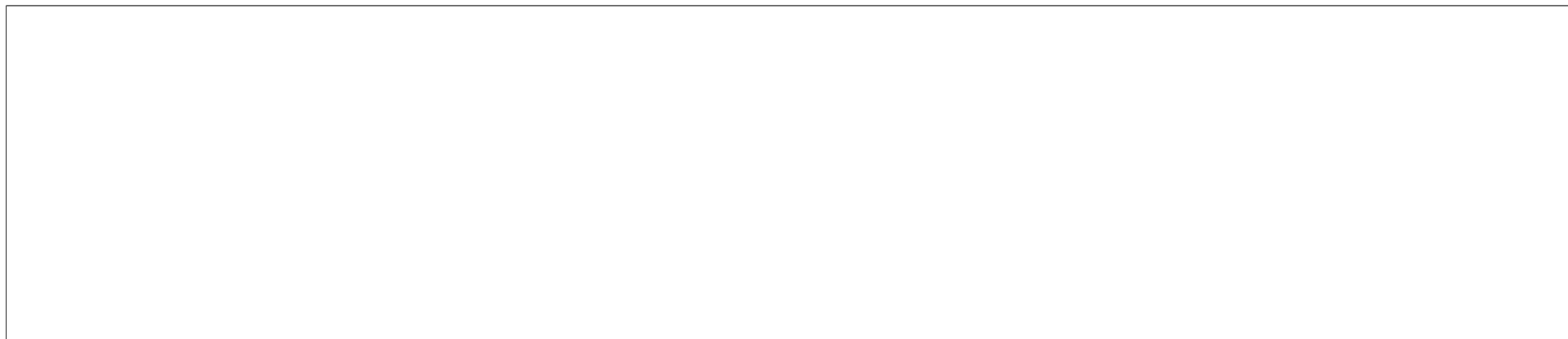
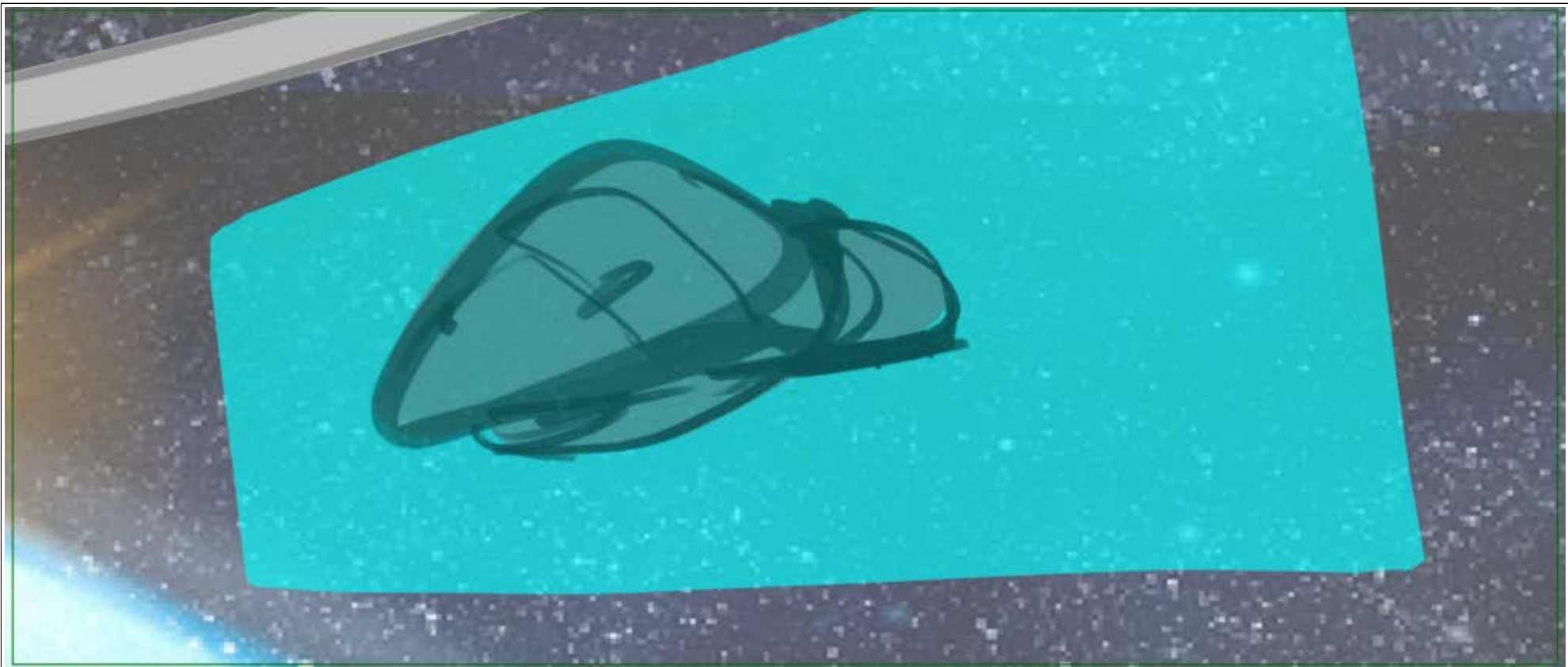


Dialog
ROK-TAHK
4 Jamming comms.

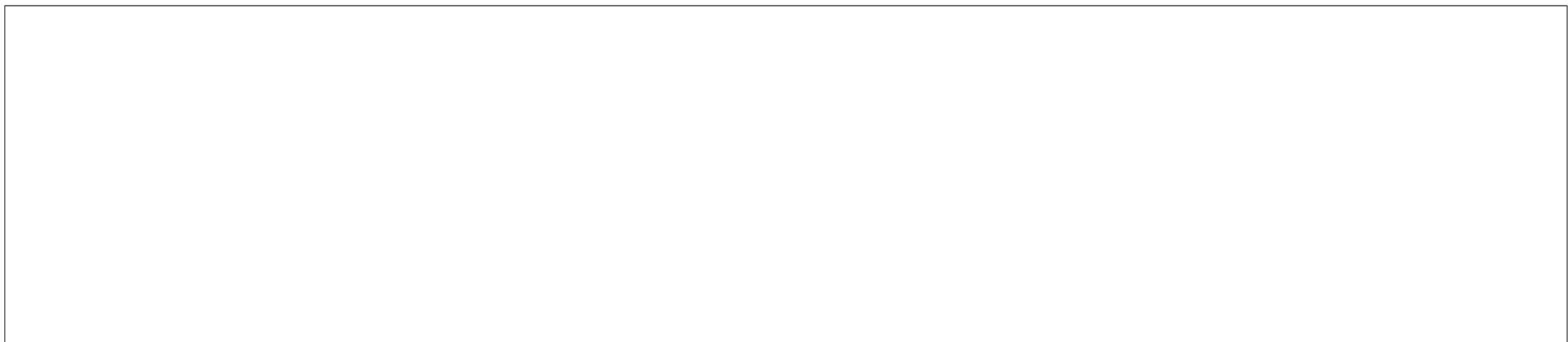
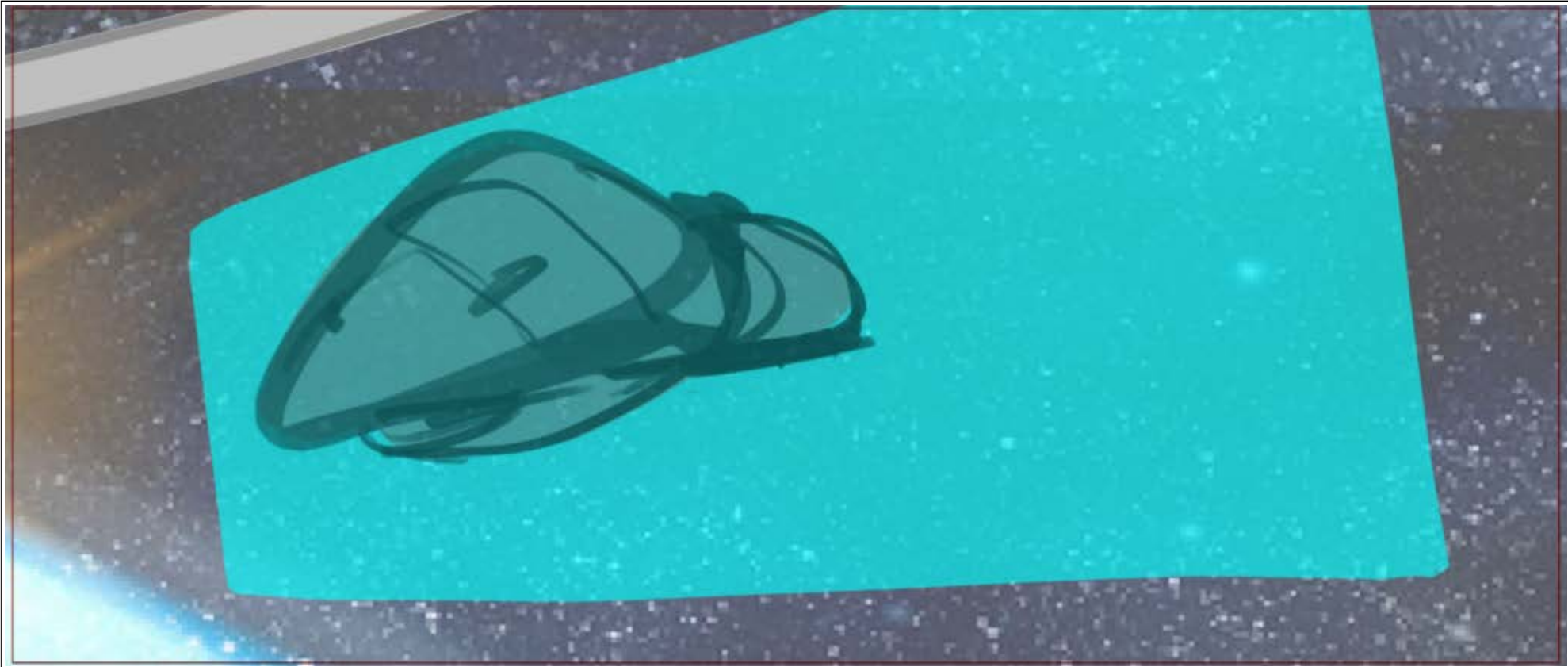
Scene	Duration	Panel	Duration
060	02:00	001A	01:00



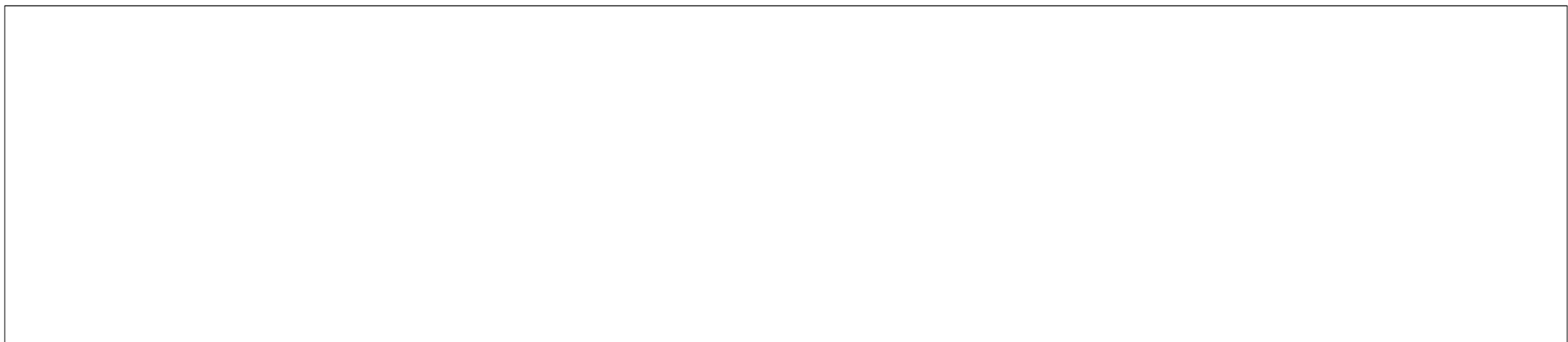
Scene	Duration	Panel	Duration
070	01:00	001	01:00



Scene	Duration	Panel	Duration
070	01:00	001	01:00



Scene	Duration	Panel	Duration
080	04:03	001D	00:14



Scene	Duration	Panel	Duration
080	04:03	001C	00:14



Dialog

JANKOM POG

5 Uh, did that ship get bigger since last time?

Scene	Duration	Panel	Duration
080	04:03	001E	00:14



Dialog

JANKOM POG

5 Uh, did that ship get bigger since last time?

Scene	Duration	Panel	Duration
080	04:03	001B	00:14



Dialog

DAL

6 How do our shields look?

Scene	Duration	Panel	Duration
080	04:03	02B	01:09

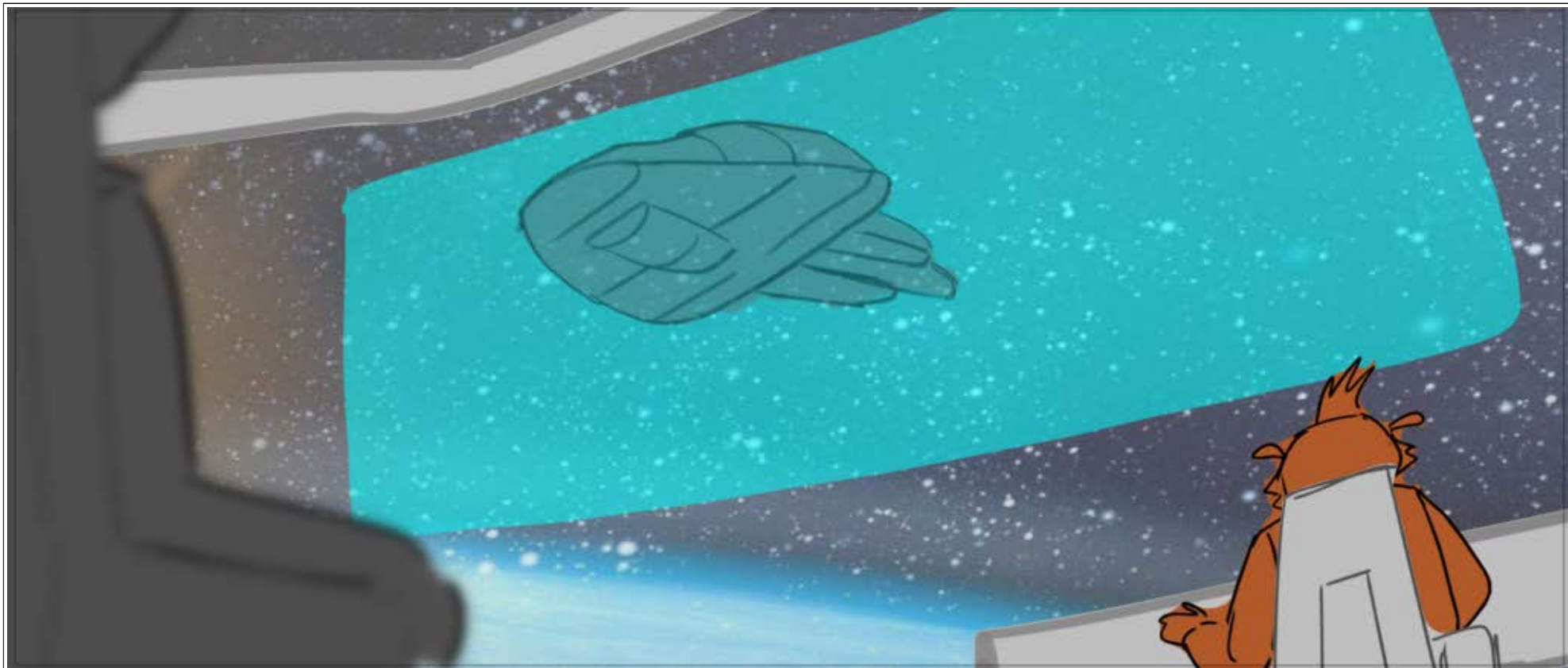


Dialog

ZERO

7 Shields at maximum.

Scene	Duration	Panel	Duration
090	09:17	001	01:17



Dialog

JANKOM POG

8 Not for long --

Scene	Duration	Panel	Duration
090	09:17	001A0	01:00



Dialog

JANKOM POG

8 Not for long --

Scene	Duration	Panel	Duration
090	09:17	001A999	01:00

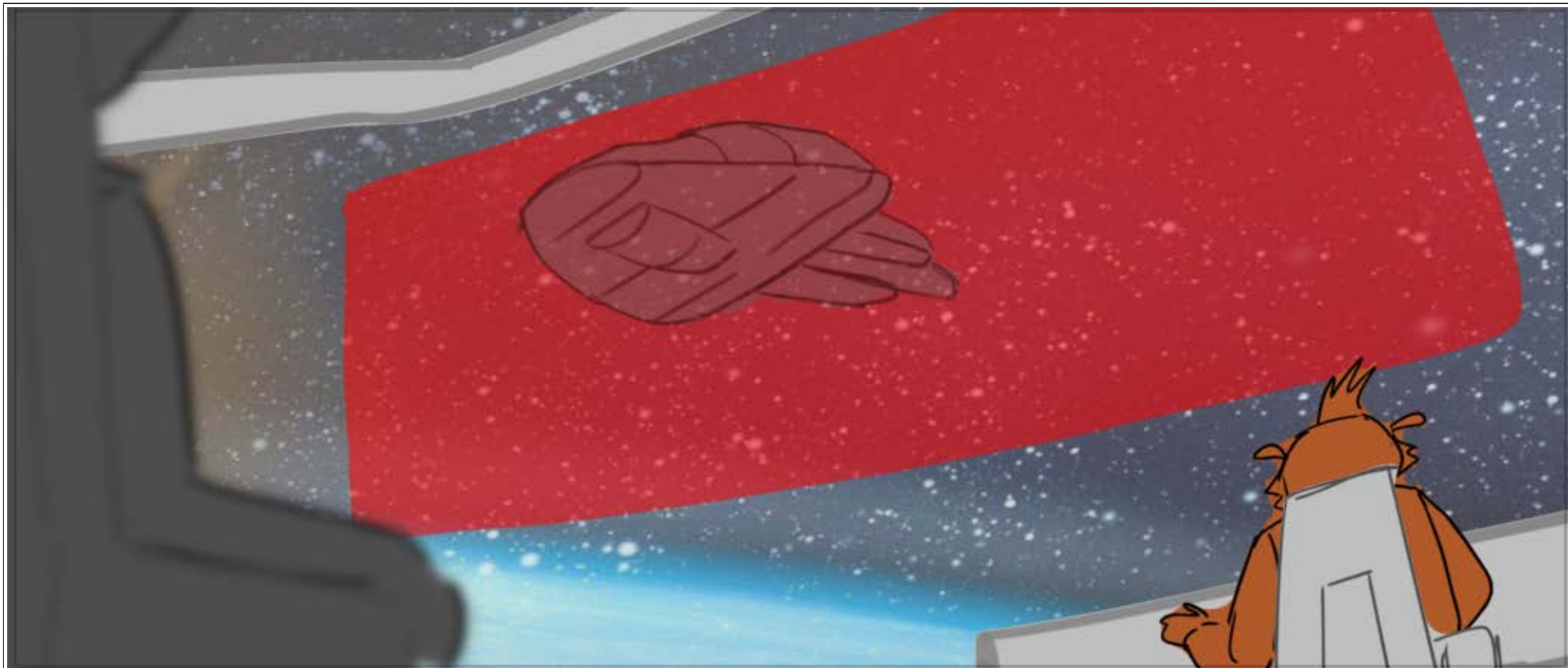


Dialog

JANKOM POG

8 Not for long --

Scene	Duration	Panel	Duration
090	09:17	001A1	01:00



Dialog

JANKOM POG

8 Not for long --

Scene	Duration	Panel	Duration
090	09:17	001A	01:00



Dialog

JANKOM POG

8 WE GOT INCOMING!

Scene	Duration	Panel	Duration
090	09:17	001B	01:00

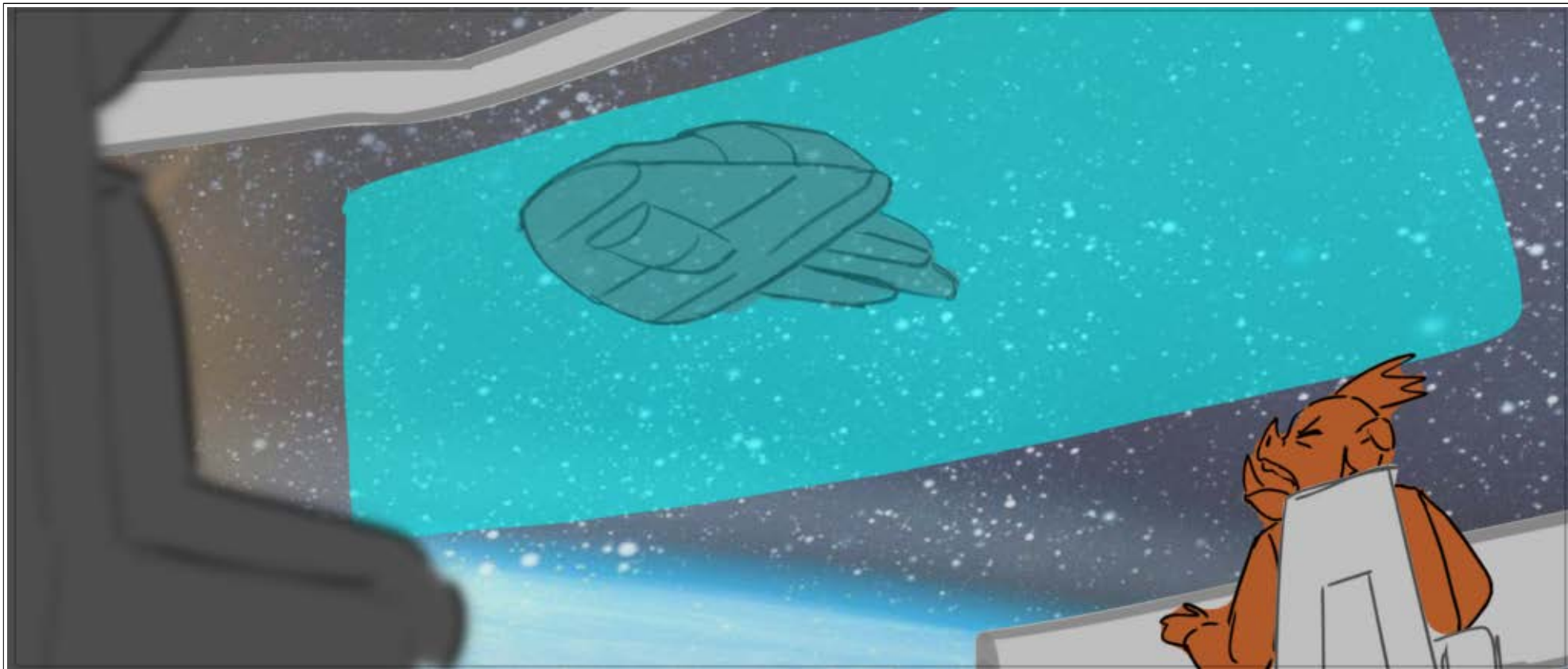


Dialog

JANKOM POG

8 WE GOT INCOMING!

Scene	Duration	Panel	Duration
090	09:17	001C	01:00



Dialog

JANKOM POG

8 WE GOT INCOMING!

Scene	Duration	Panel	Duration
090	09:17	001D	01:00



Dialog

JANKOM POG

8 WE GOT INCOMING!

Scene	Duration	Panel	Duration
090	09:17	001E	01:00



Dialog

JANKOM POG

8 WE GOT INCOMING!

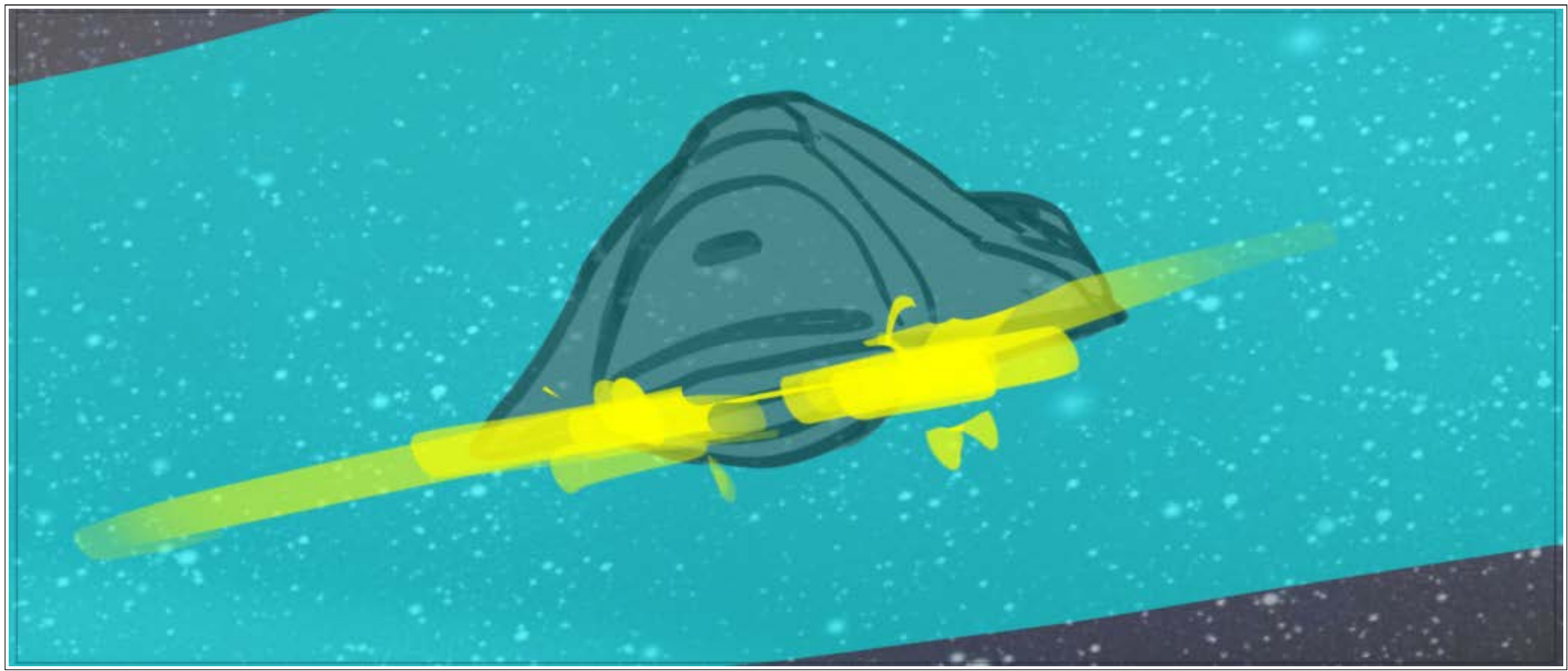
Scene	Duration	Panel	Duration
100	00:22	001	00:14



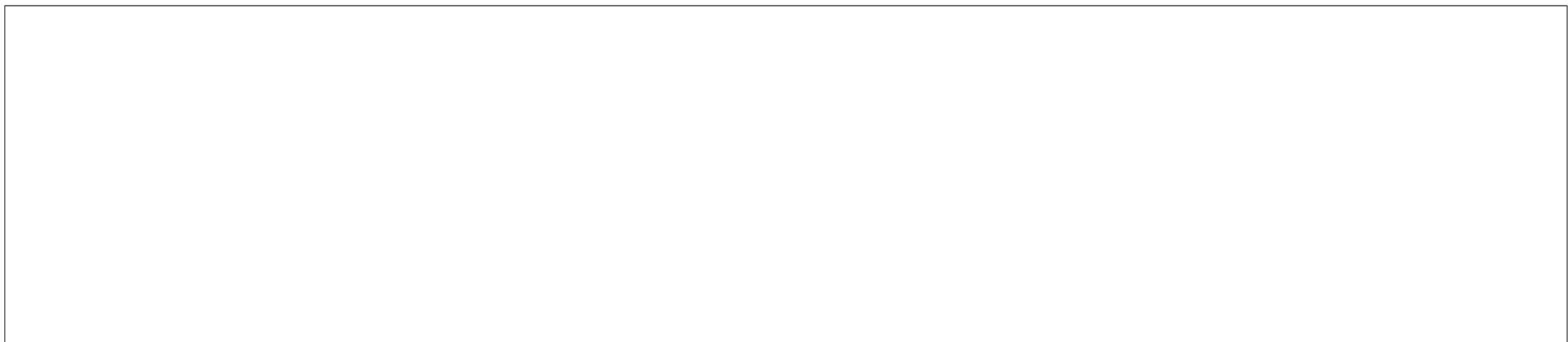
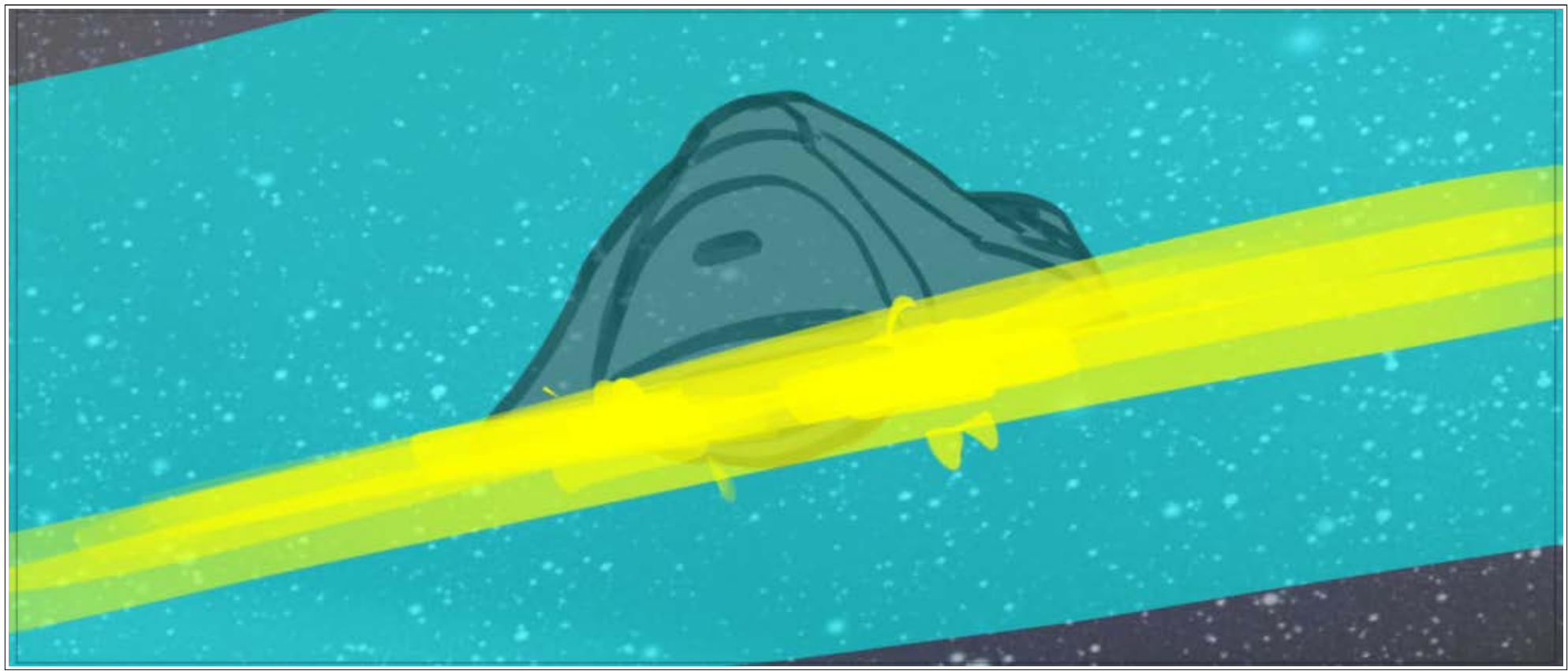
Action Notes

The Dauntless fires a single QUANTUM TORPEDO.

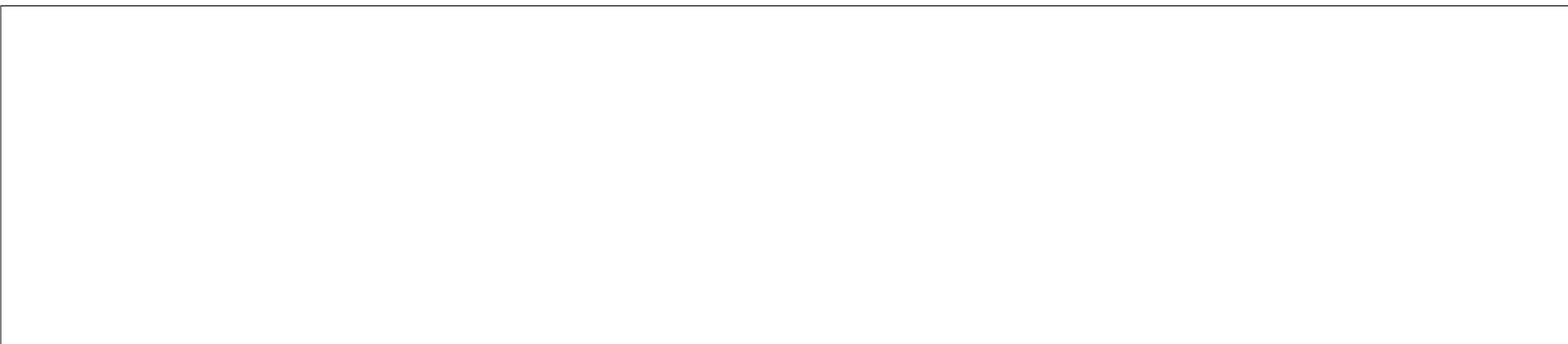
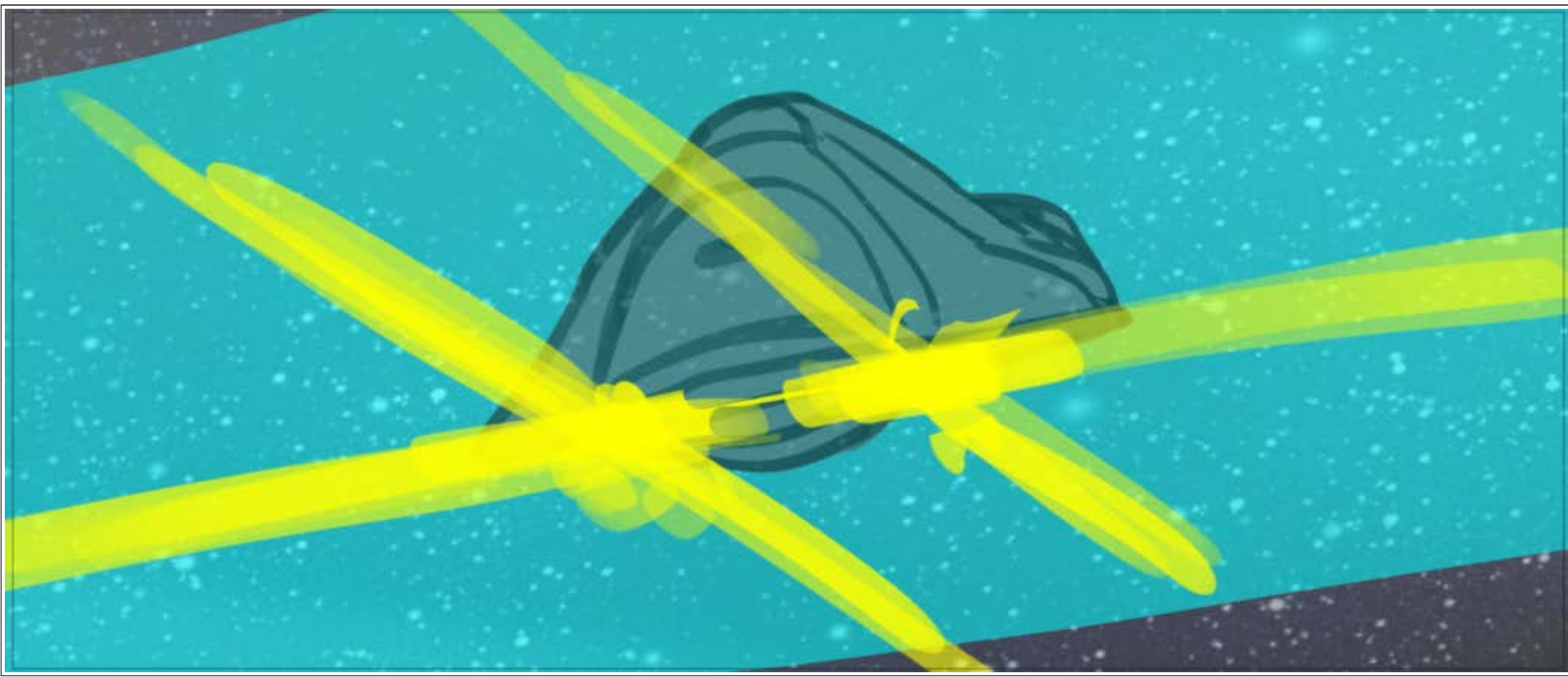
Scene	Duration	Panel	Duration
100	00:22	001A	00:01



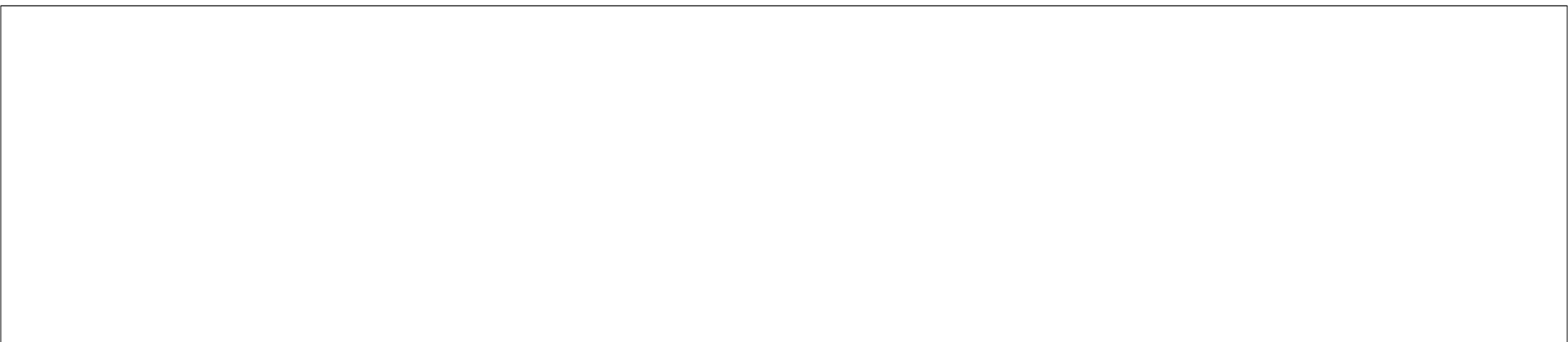
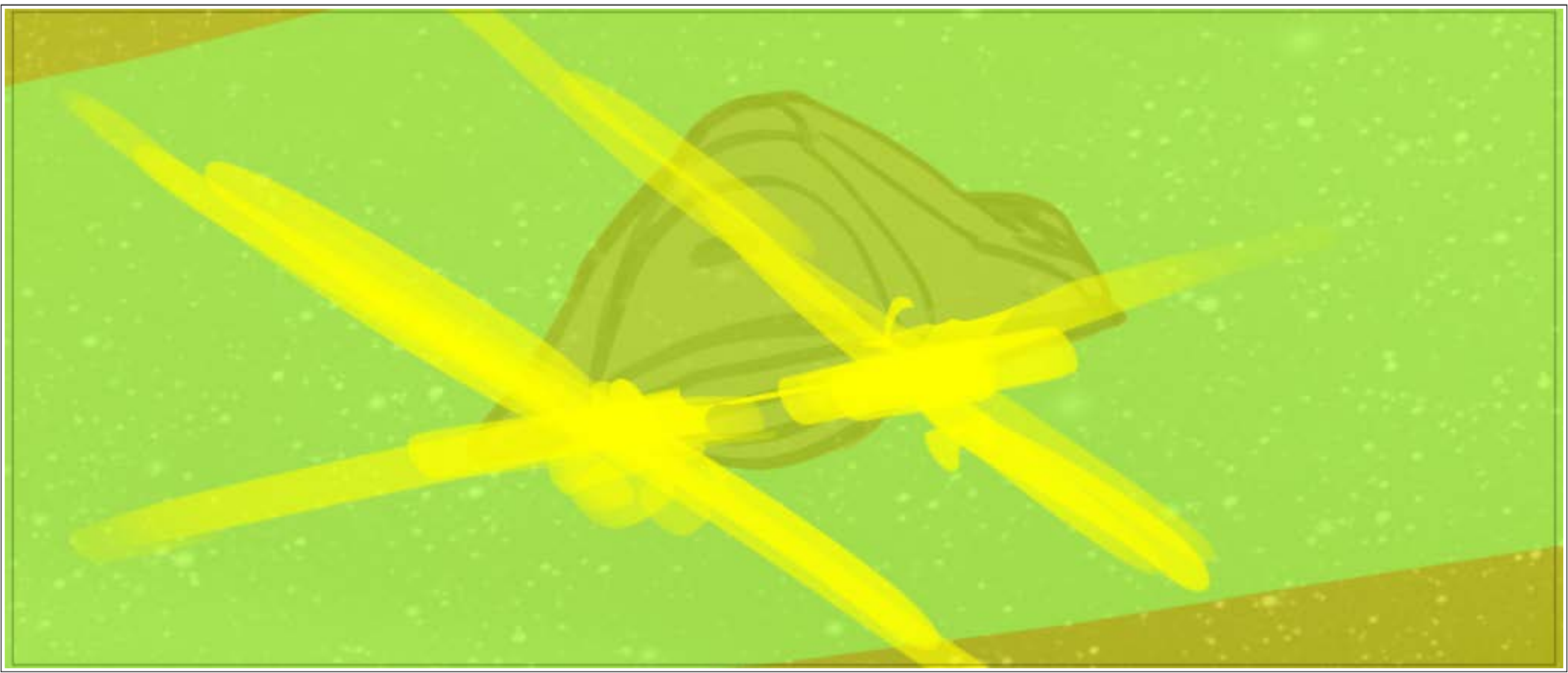
Scene	Duration	Panel	Duration
100	00:22	001E	00:01



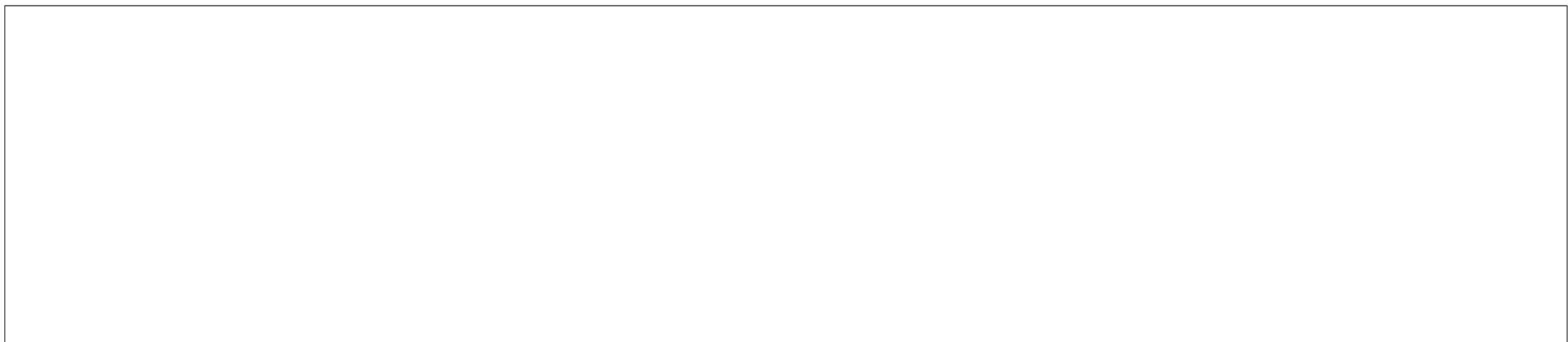
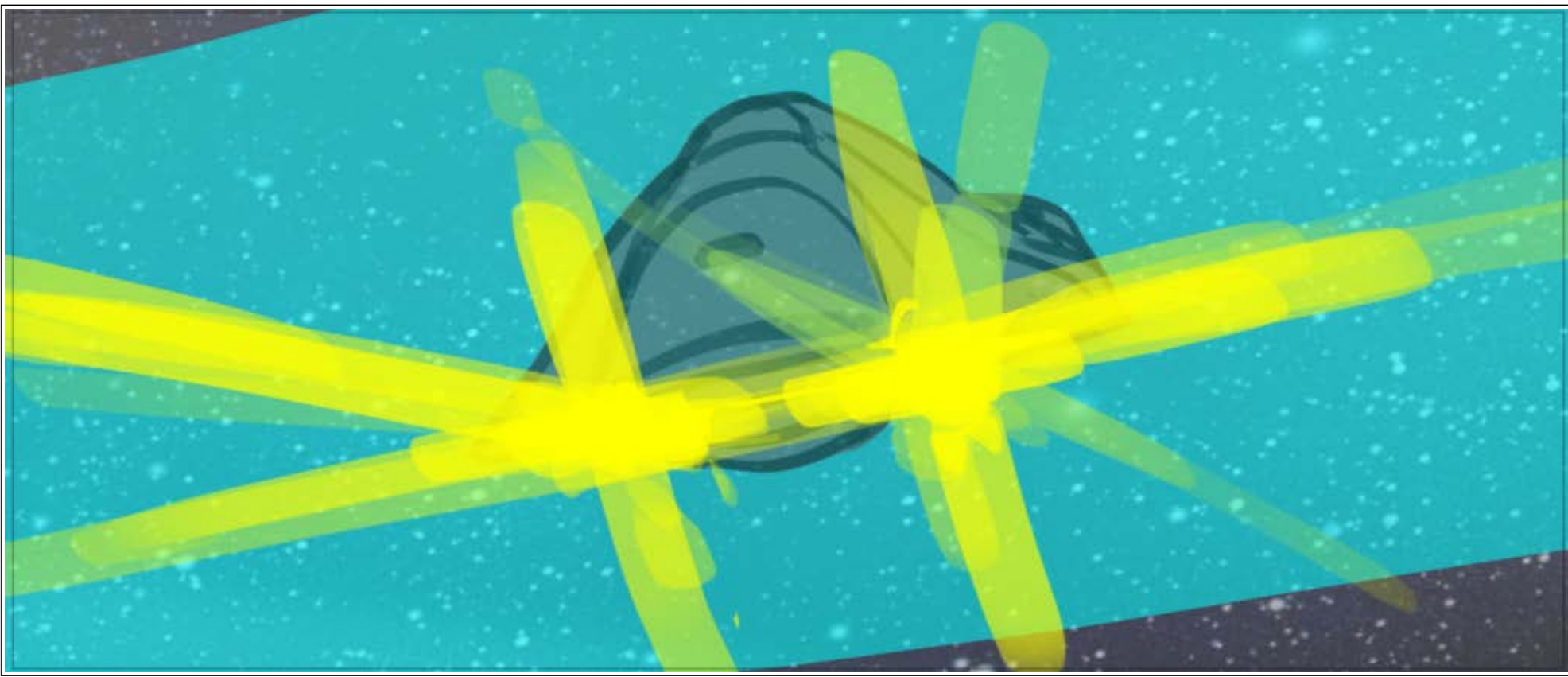
Scene	Duration	Panel	Duration
100	00:22	001C	00:02



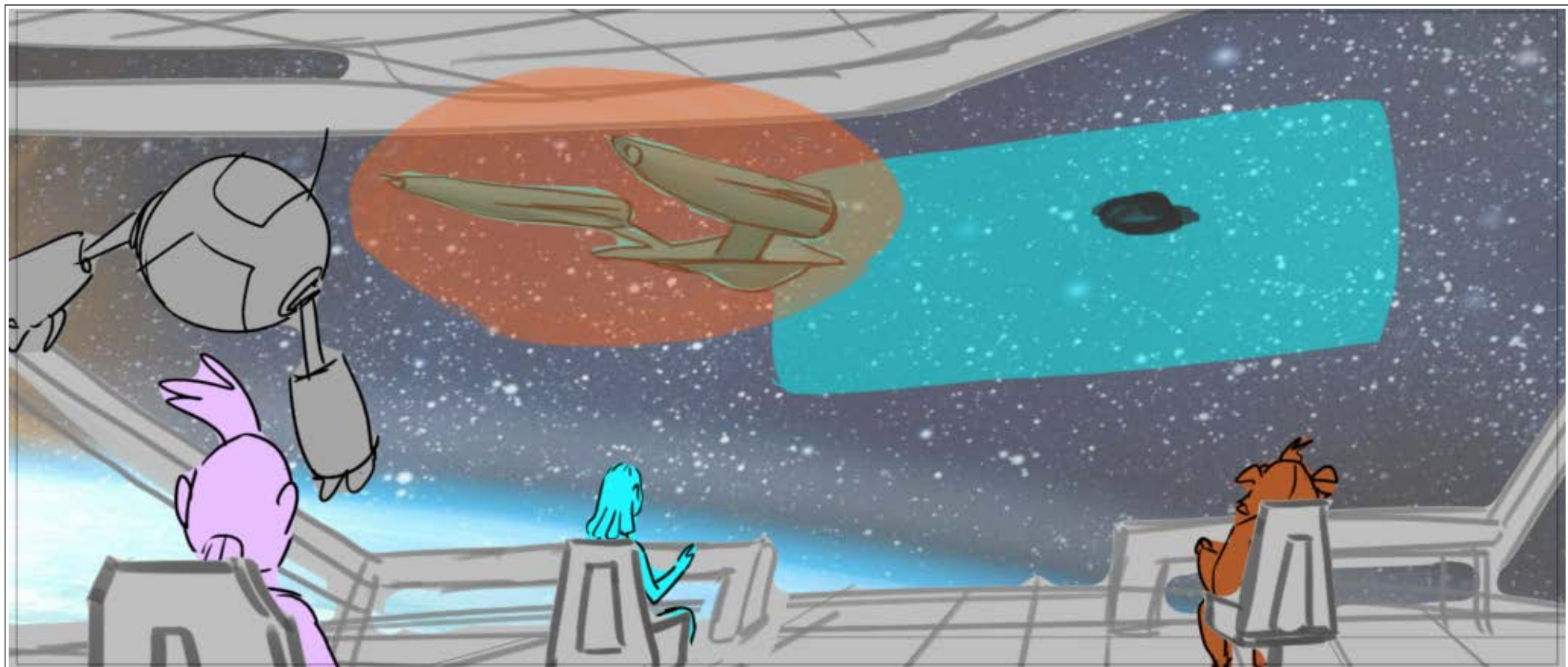
Scene	Duration	Panel	Duration
100	00:22	001D	00:01



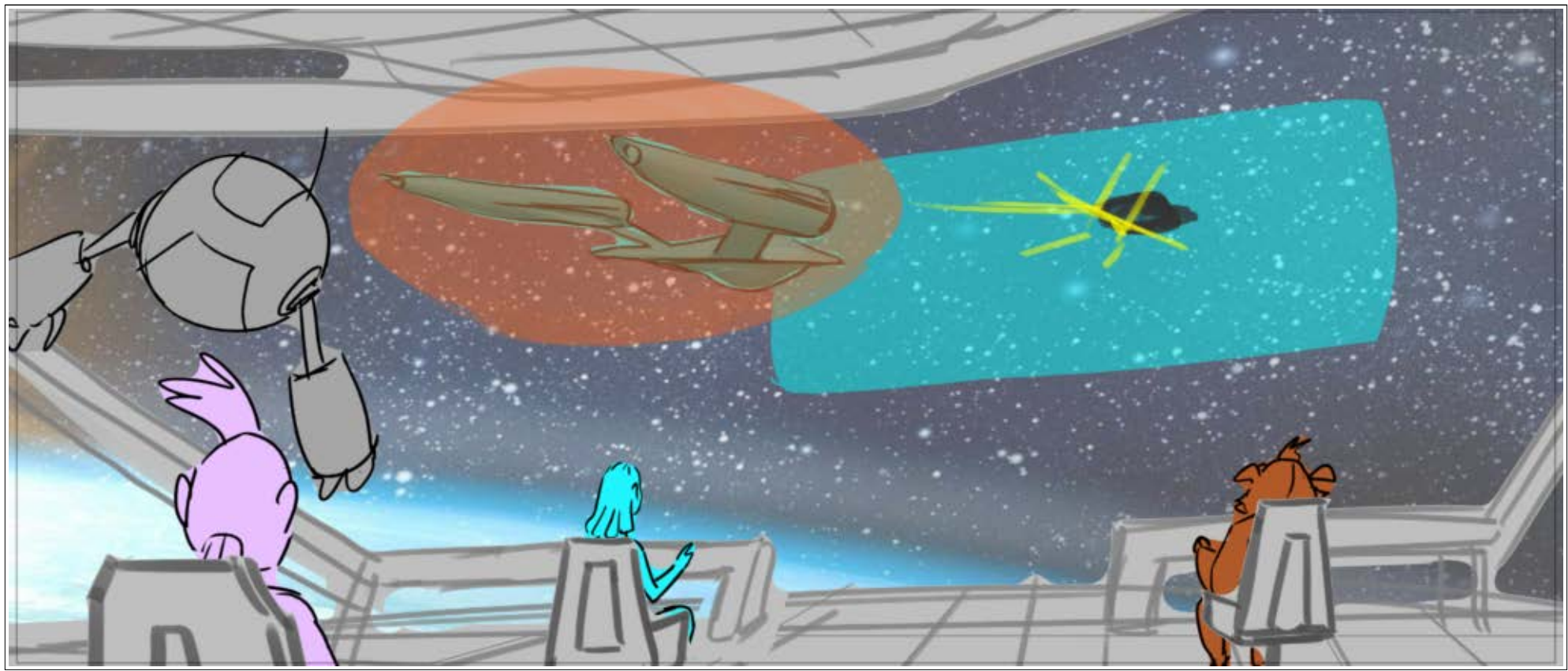
Scene	Duration	Panel	Duration
100	00:22	001B	00:03



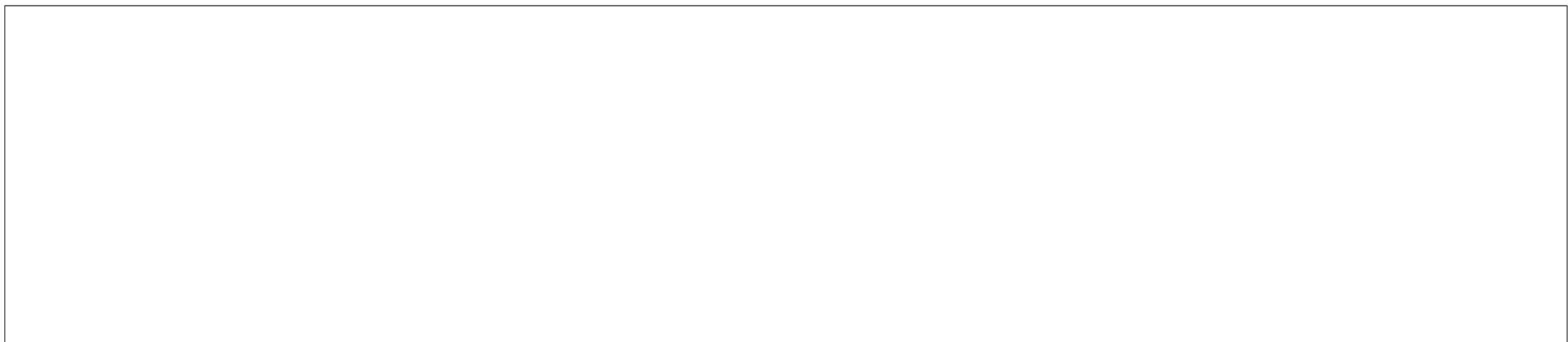
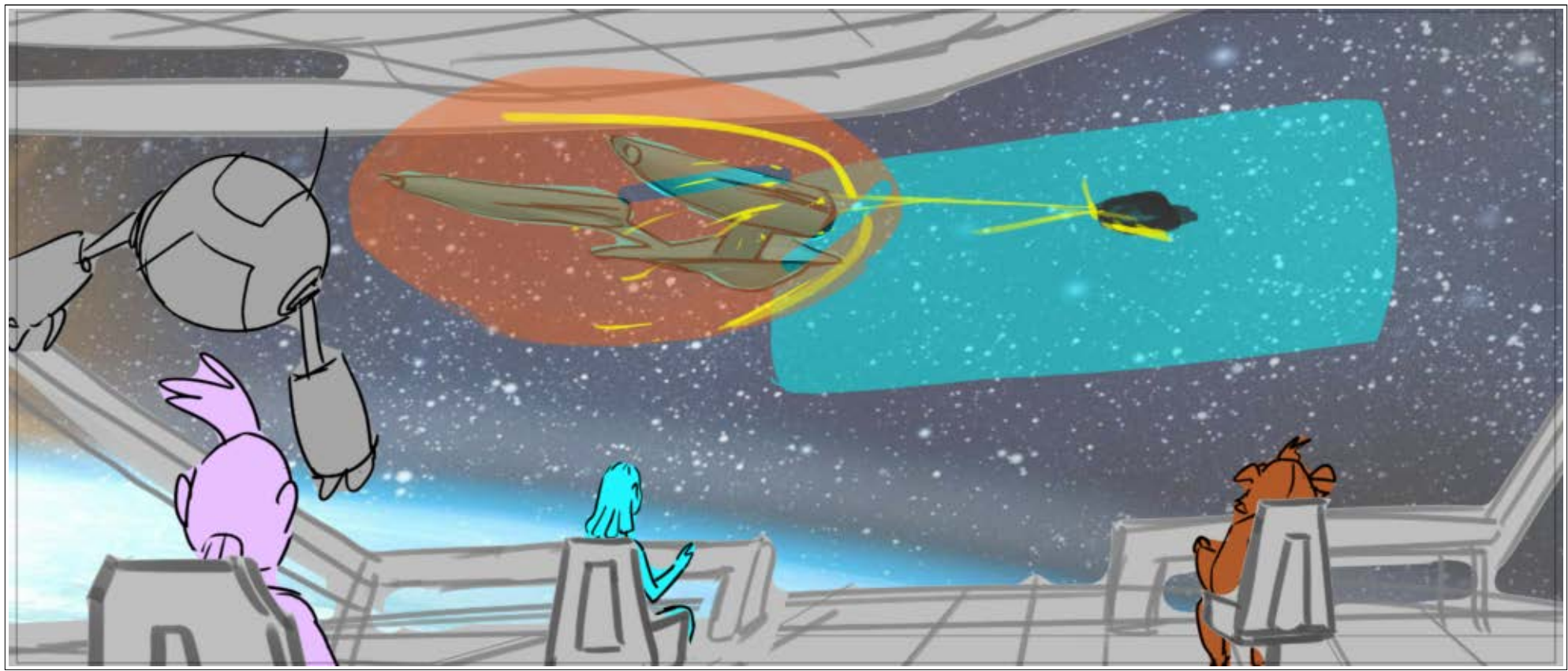
Scene	Duration	Panel	Duration
110	01:03	001	00:03



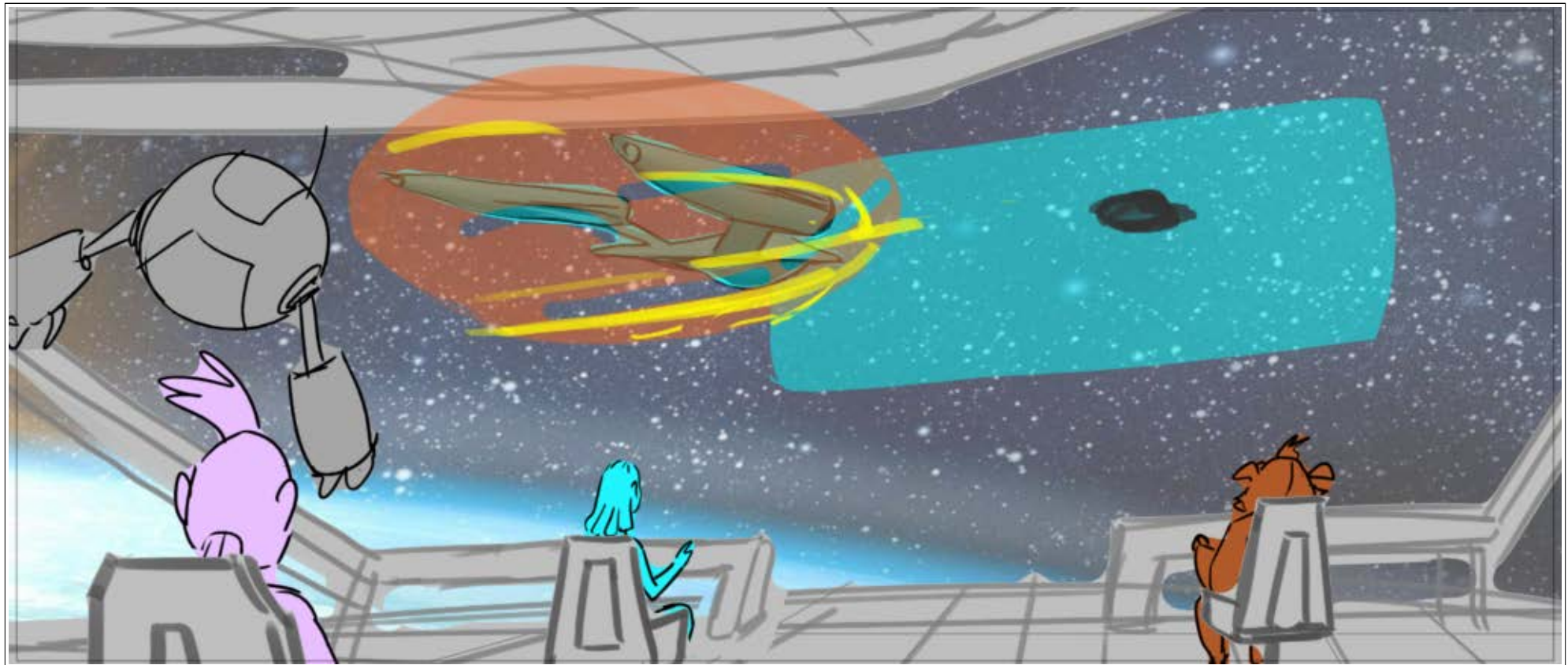
Scene	Duration	Panel	Duration
110	01:03	001A998	00:02



Scene	Duration	Panel	Duration
110	01:03	001A999	00:02



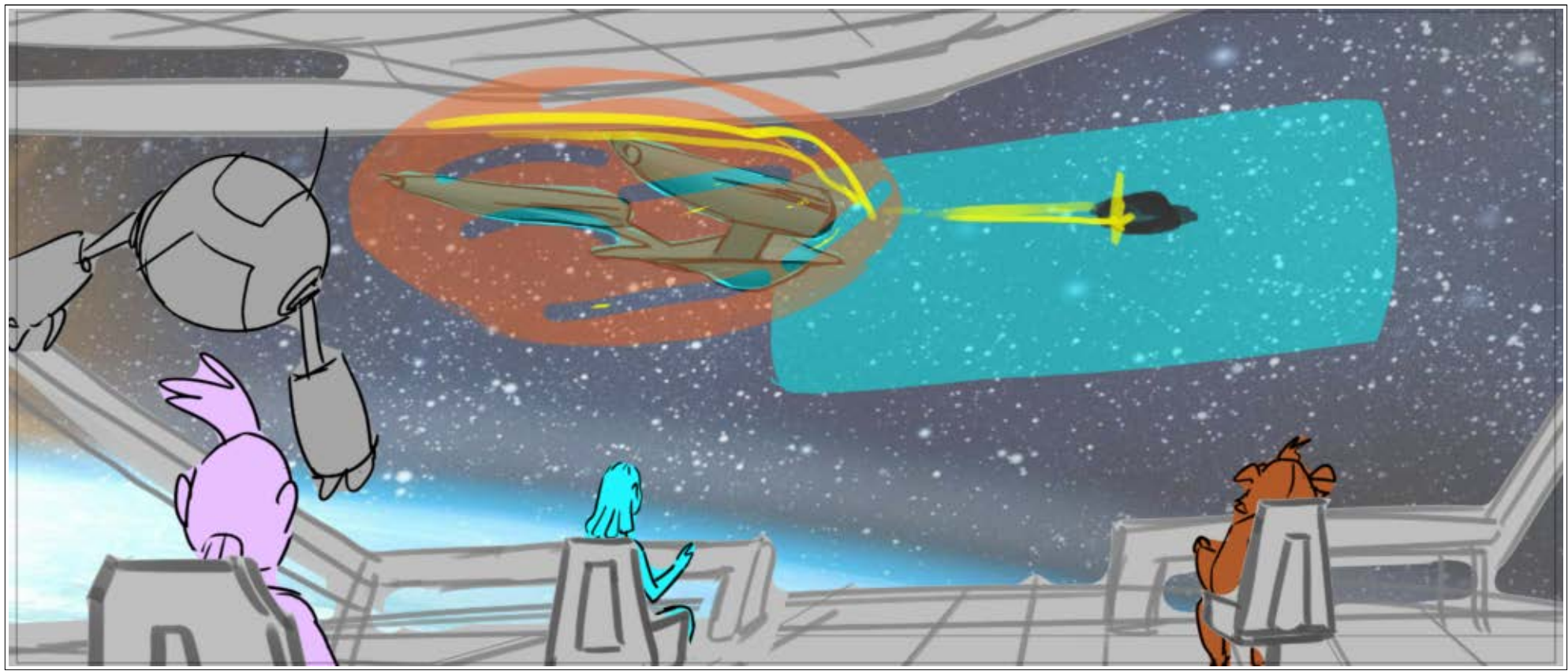
Scene	Duration	Panel	Duration
110	01:03	001A	00:03



Action Notes

WHAM!

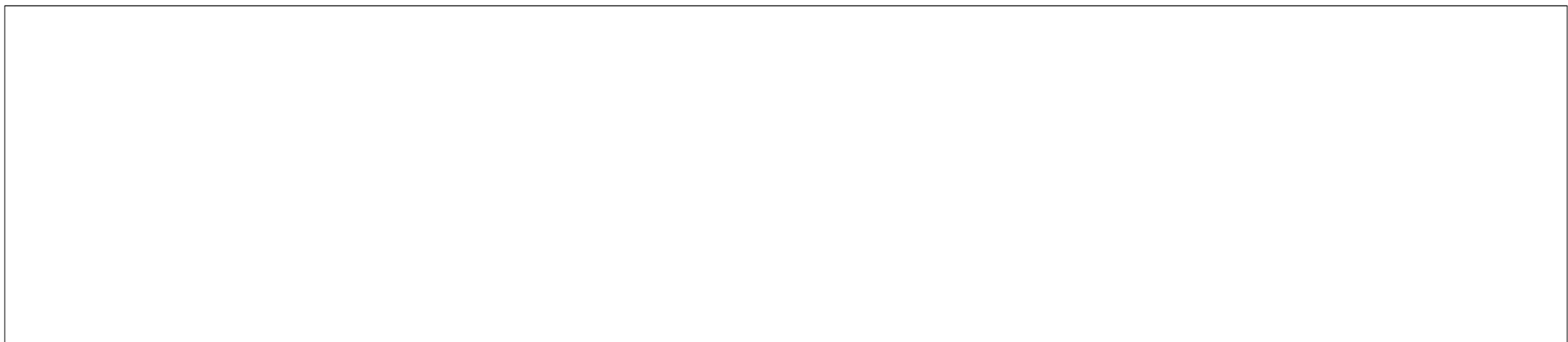
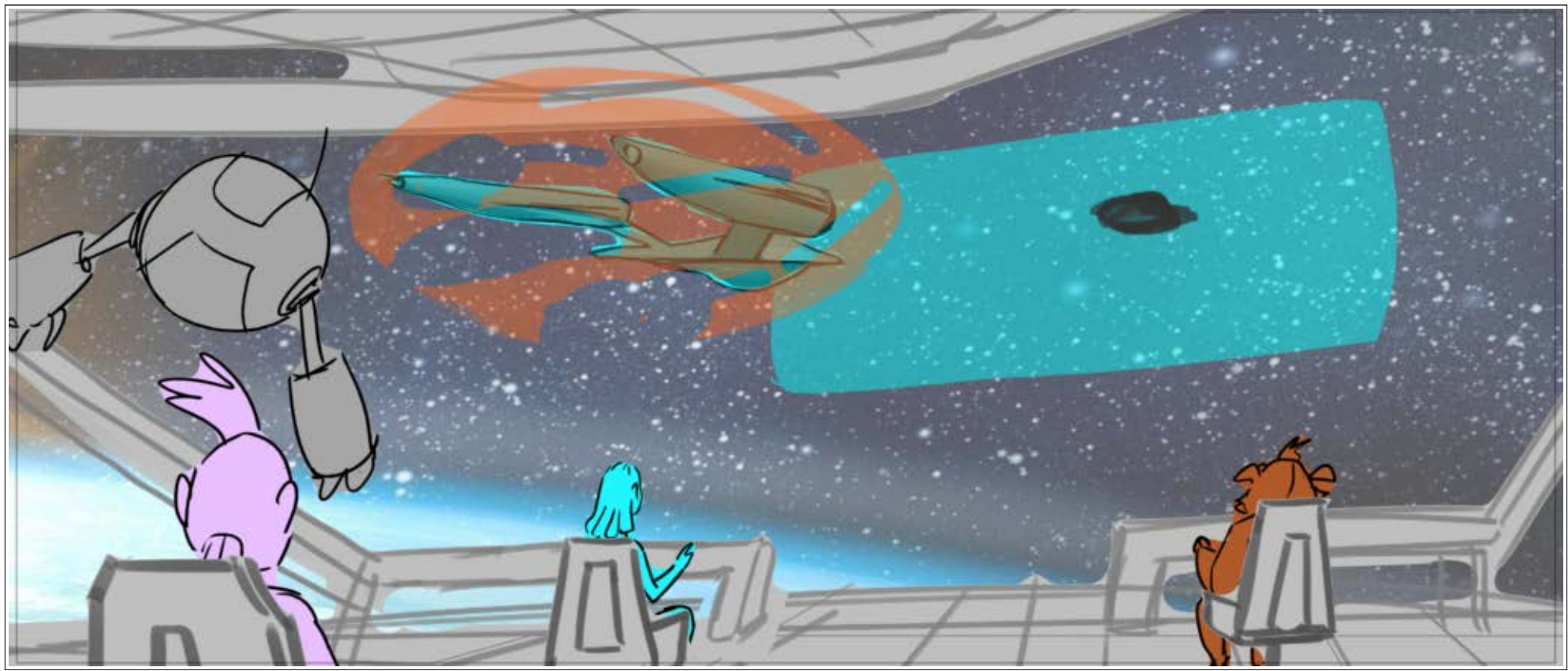
Scene	Duration	Panel	Duration
110	01:03	001B	00:01



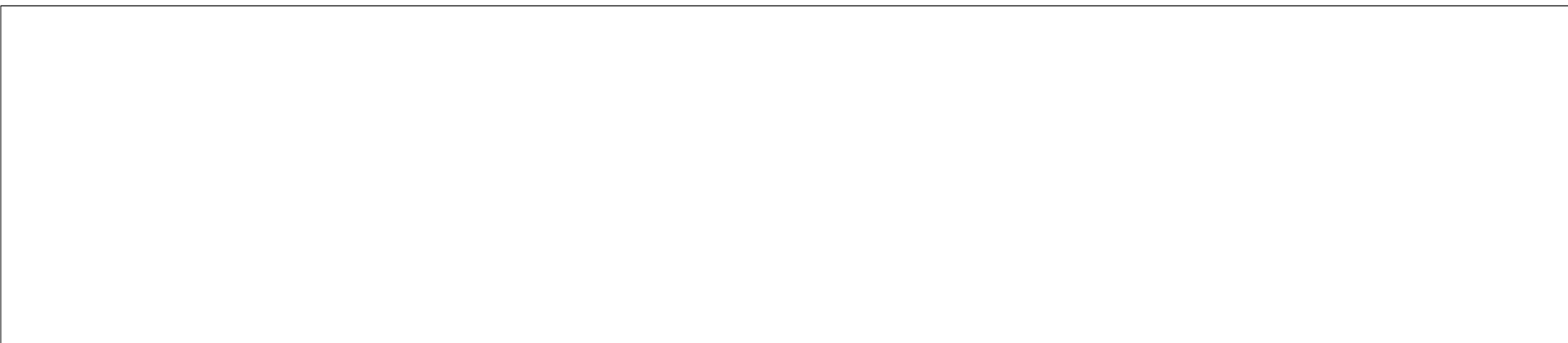
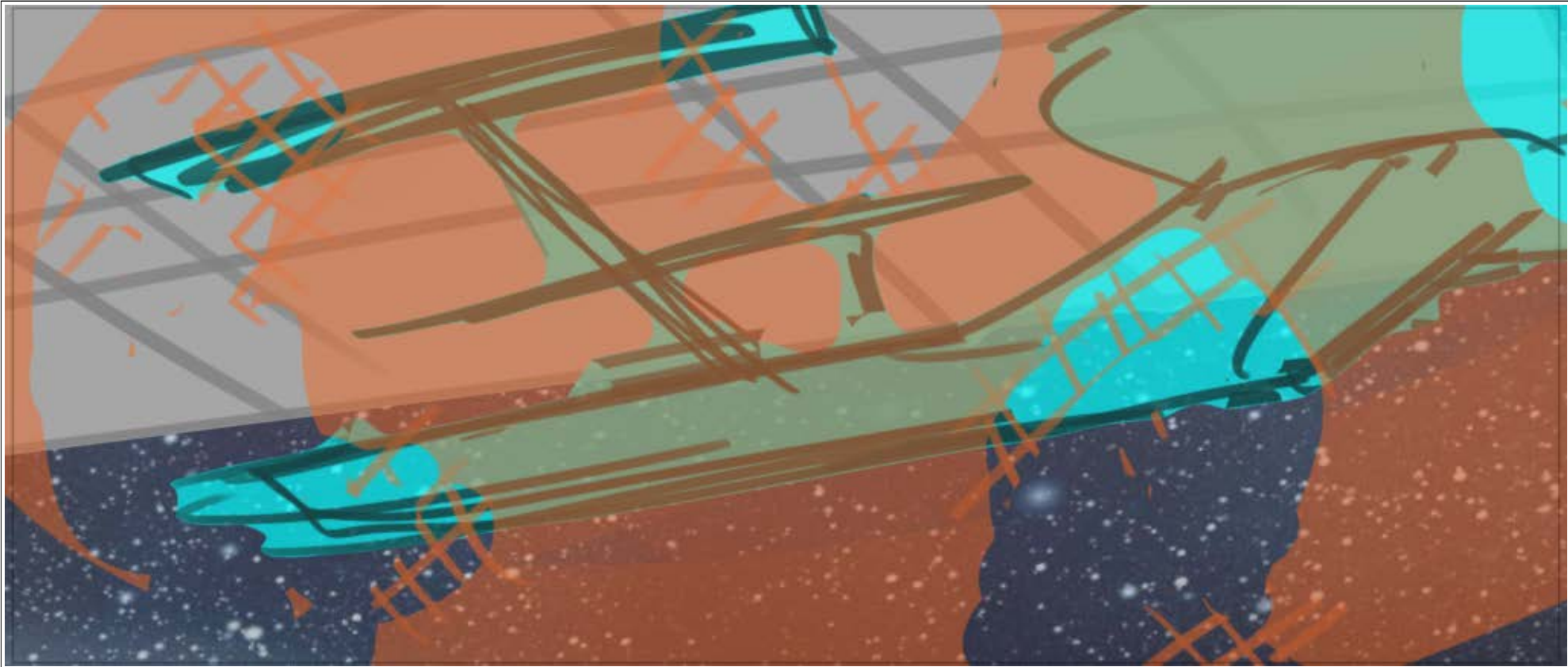
Scene	Duration	Panel	Duration
110	01:03	001C	00:03



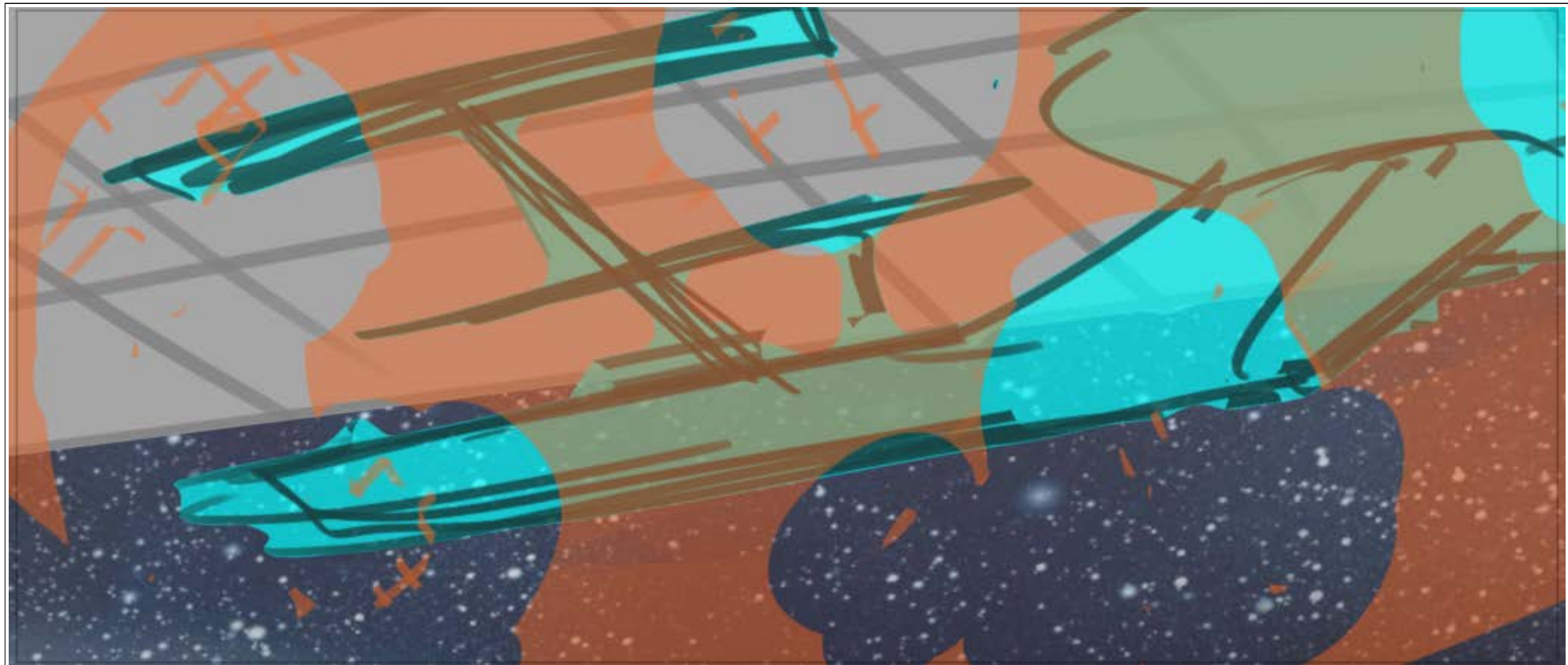
Scene	Duration	Panel	Duration
110	01:03	001A0	00:13



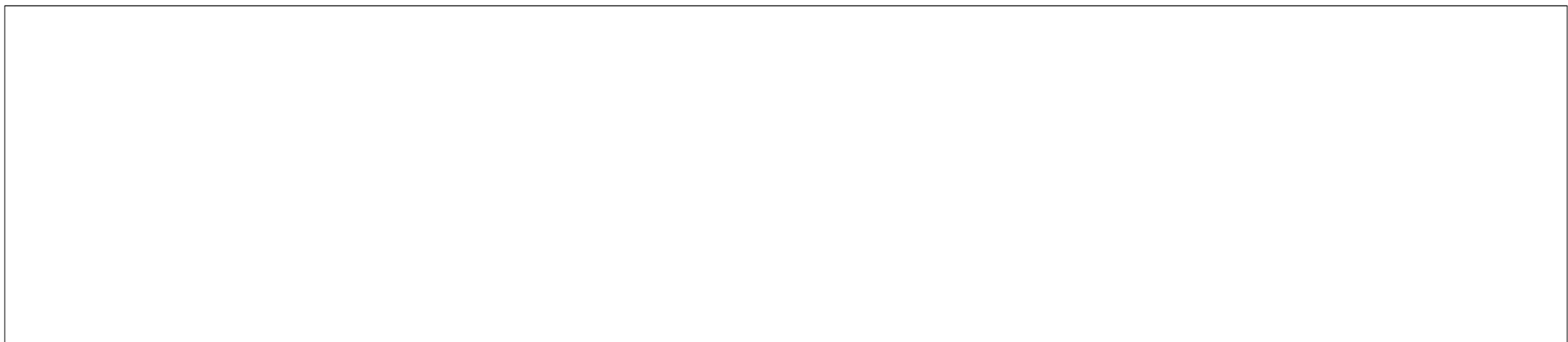
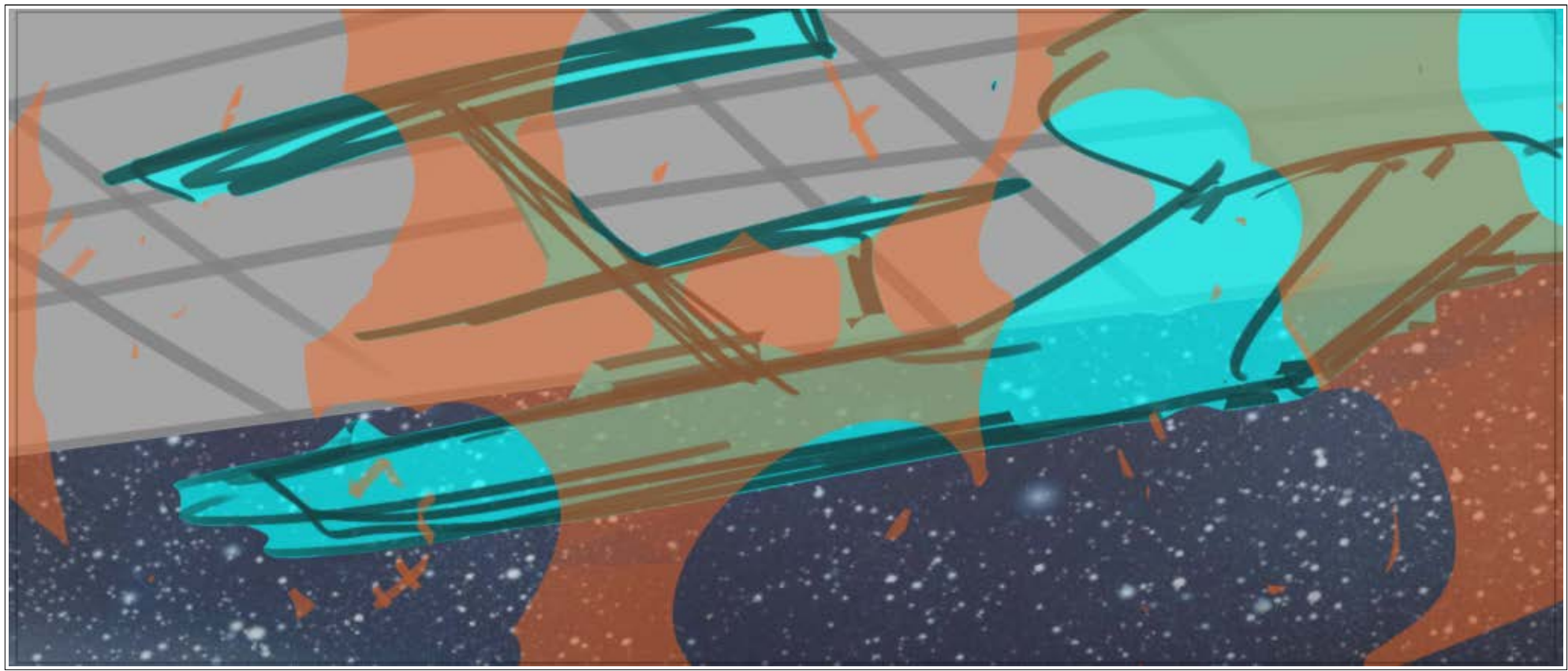
Scene	Duration	Panel	Duration
120	00:22	001	00:07



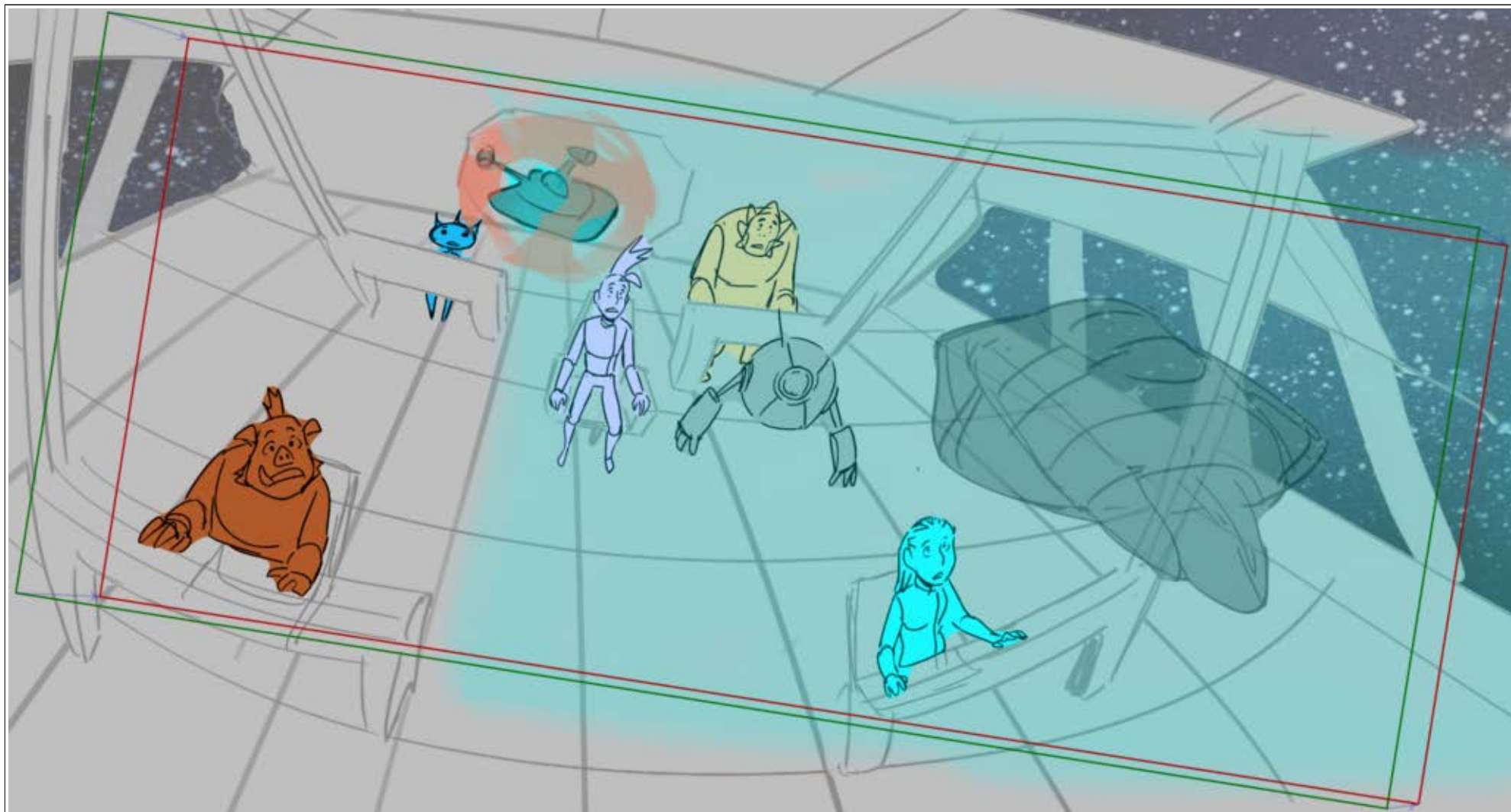
Scene	Duration	Panel	Duration
120	00:22	001A	00:07



Scene	Duration	Panel	Duration
120	00:22	001B	00:08



Scene	Duration	Panel	Duration
130	01:06	001	00:15

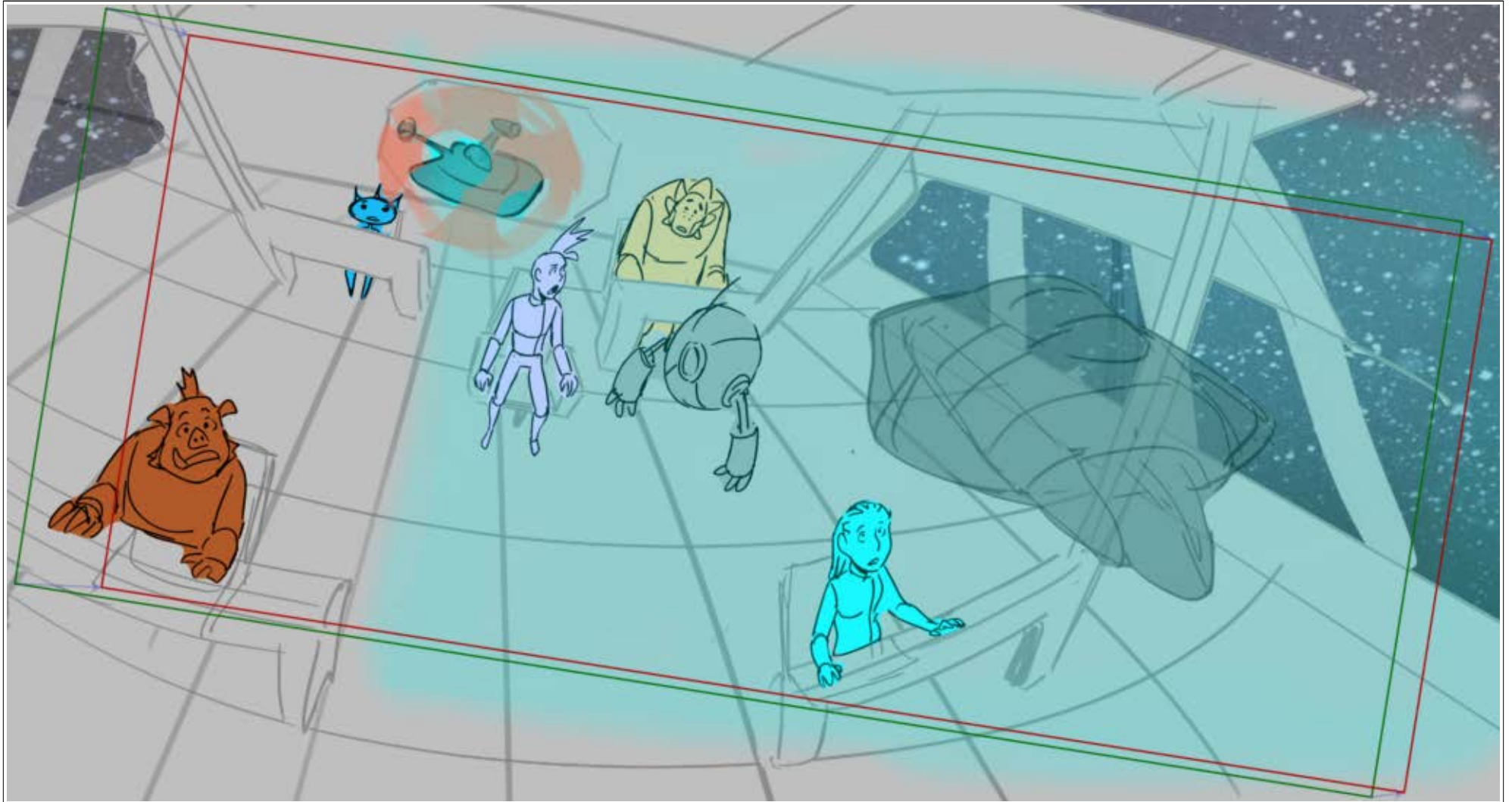


Dialog

ZERO

9 Shields at 23%. That was quick.

Scene	Duration	Panel	Duration
130	01:06	001A	00:15

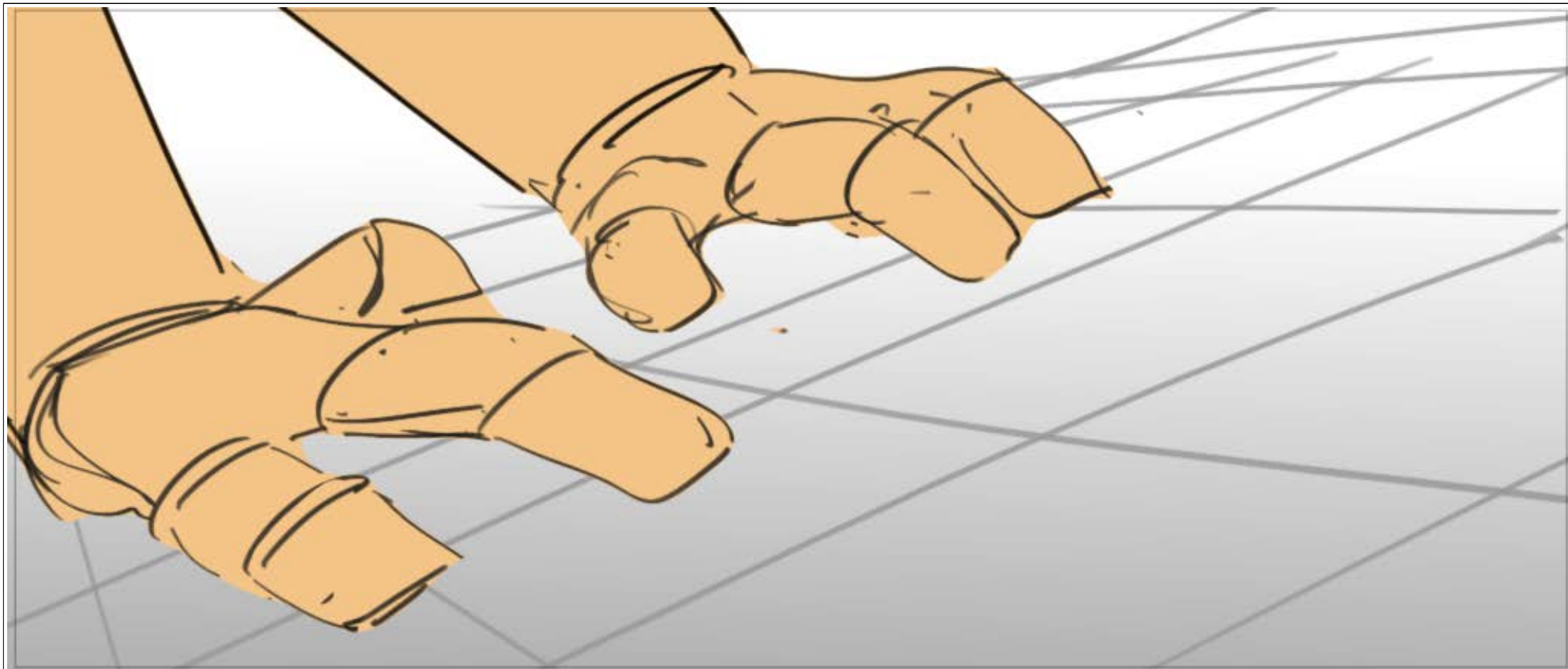


Dialog

DAL

10 Rok, send the message. Morse Code.

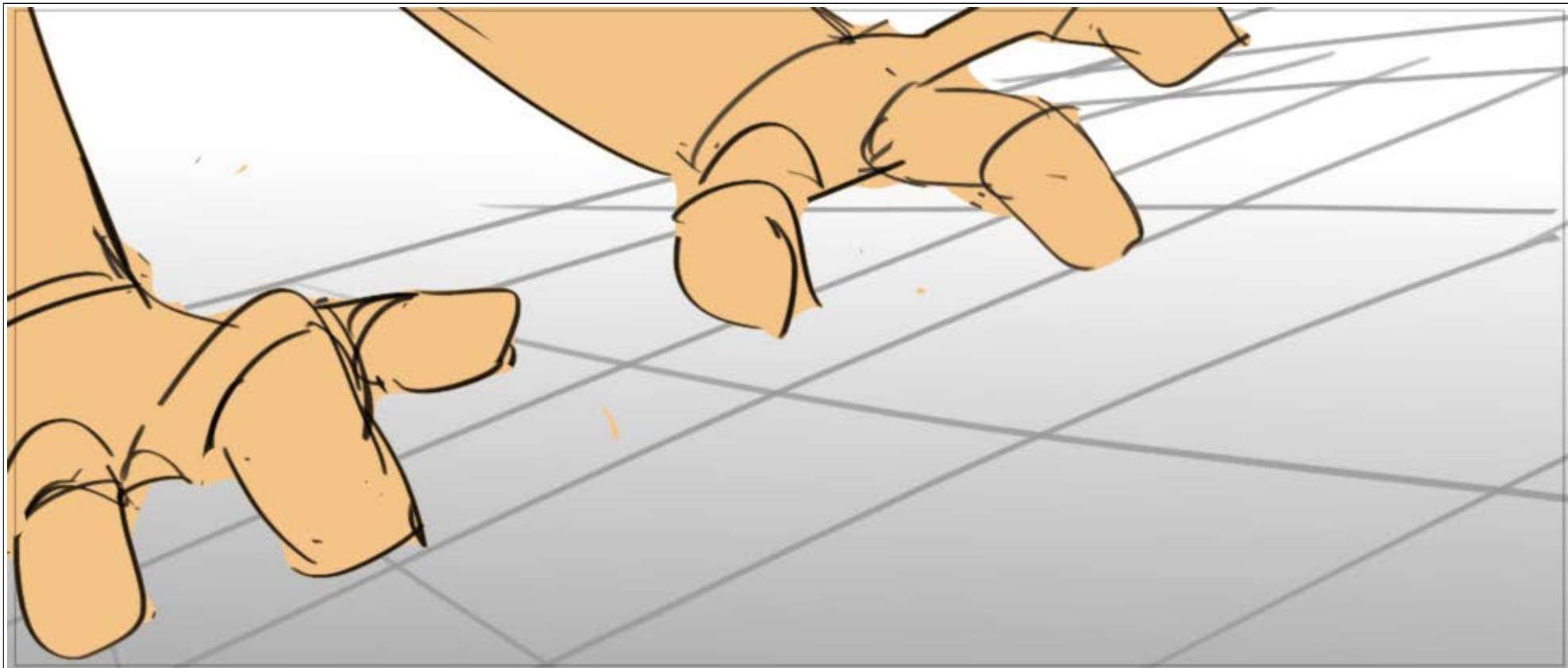
Scene	Duration	Panel	Duration
140	00:18	001	00:04



Action Notes

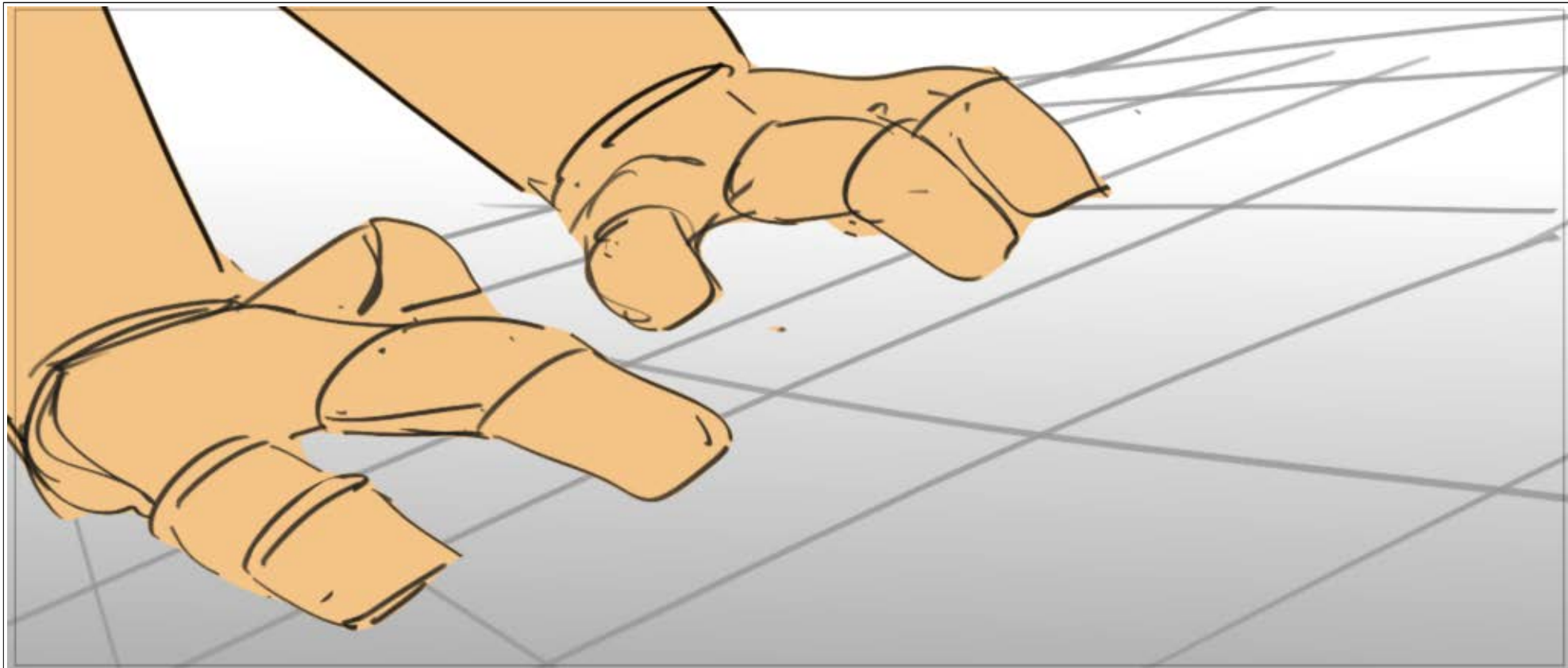
Rok taps at the console, referencing a MORSE CODE guide held by MURF.

Scene	Duration	Panel	Duration
140	00:18	002	00:05

**Action Notes**

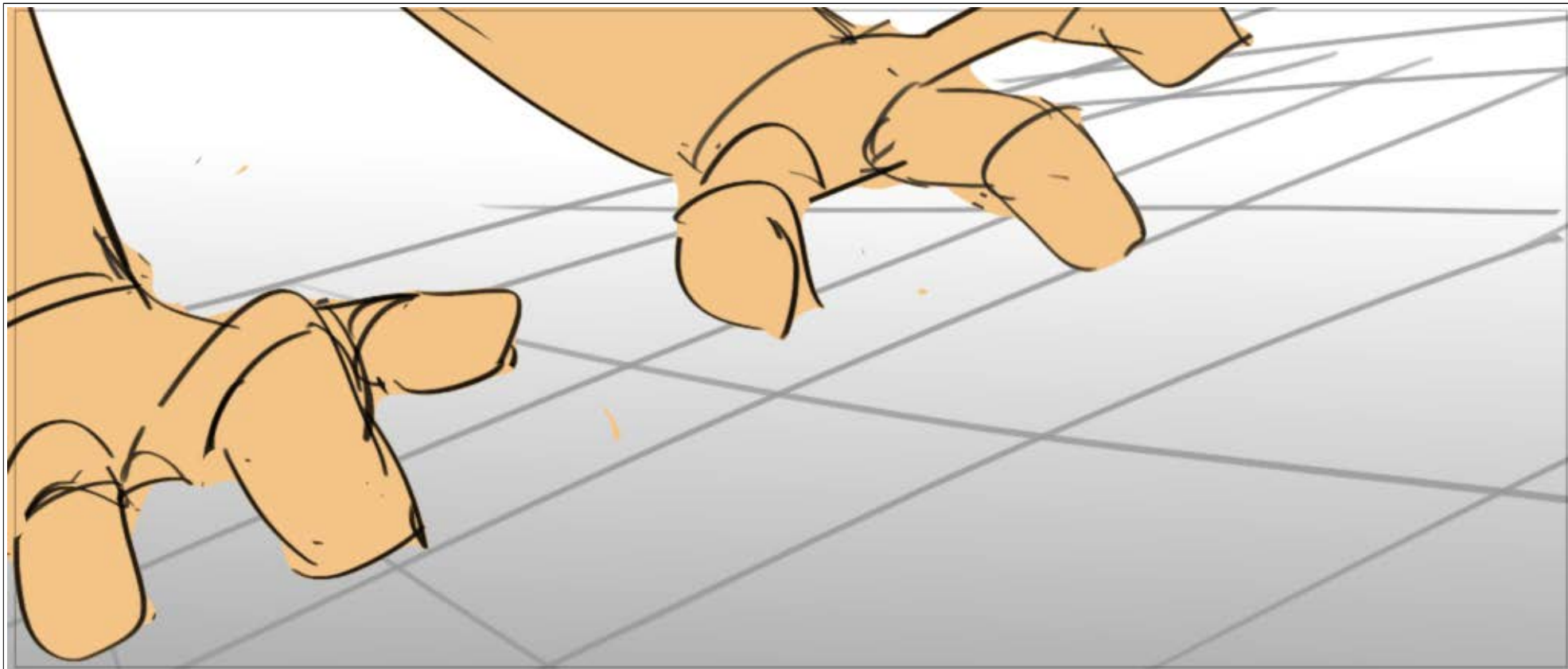
Rok taps at the console, referencing a MORSE CODE guide held by MURF.

Scene	Duration	Panel	Duration
140	00:18	001A	00:04

**Action Notes**

Rok taps at the console, referencing a MORSE CODE guide held by MURF.

Scene	Duration	Panel	Duration
140	00:18	002A	00:05

**Action Notes**

Rok taps at the console, referencing a MORSE CODE guide held by MURF.

Scene	Duration	Panel	Duration
150	02:00	001	01:00

**Action Notes**

Rok taps at the console, referencing a MORSE CODE guide held by MURF.

Scene	Duration	Panel	Duration
150	02:00	001A	01:00

**Action Notes**

Rok taps at the console, referencing a MORSE CODE guide held by MURF.

Scene	Duration	Panel	Duration
160	01:17	001	00:08



Action Notes

Rok taps at the console, referencing a MORSE CODE guide held by MURF.

Scene	Duration	Panel	Duration
160	01:17	001A	00:08



Action Notes

Rok taps at the console, referencing a MORSE CODE guide held by MURF.

Scene	Duration	Panel	Duration
160	01:17	001A0	00:08



Action Notes

Rok taps at the console, referencing a MORSE CODE guide held by MURF.

Scene	Duration	Panel	Duration
160	01:17	001B	00:08



Action Notes

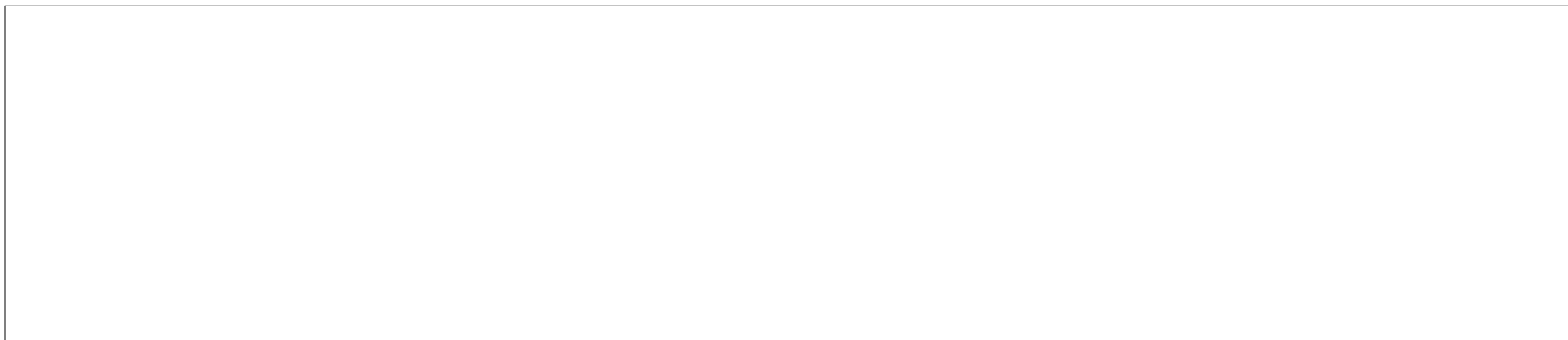
Rok taps at the console, referencing a MORSE CODE guide held by MURF.

Scene	Duration	Panel	Duration
160	01:17	001A1	00:09

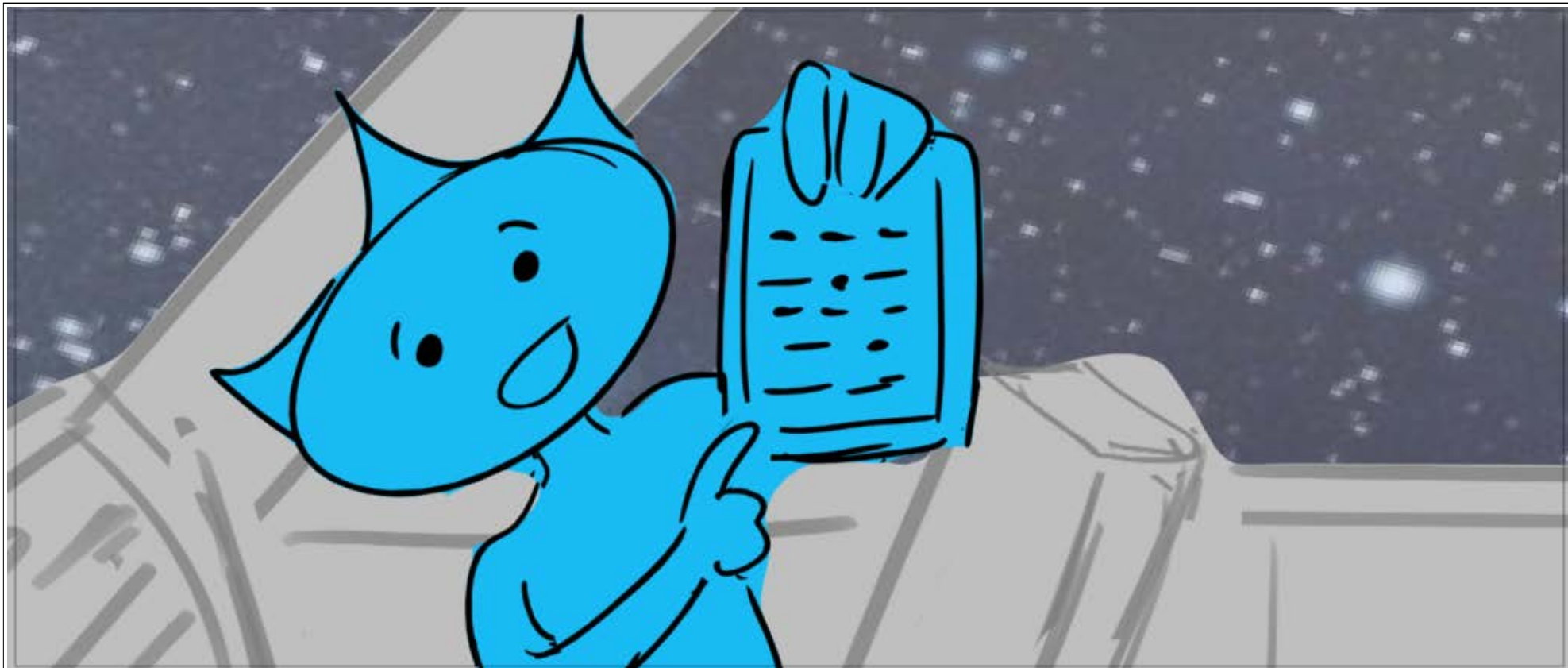
**Action Notes**

Rok taps at the console, referencing a MORSE CODE guide held by MURF.

Scene	Duration	Panel	Duration
170	01:18	001	00:09



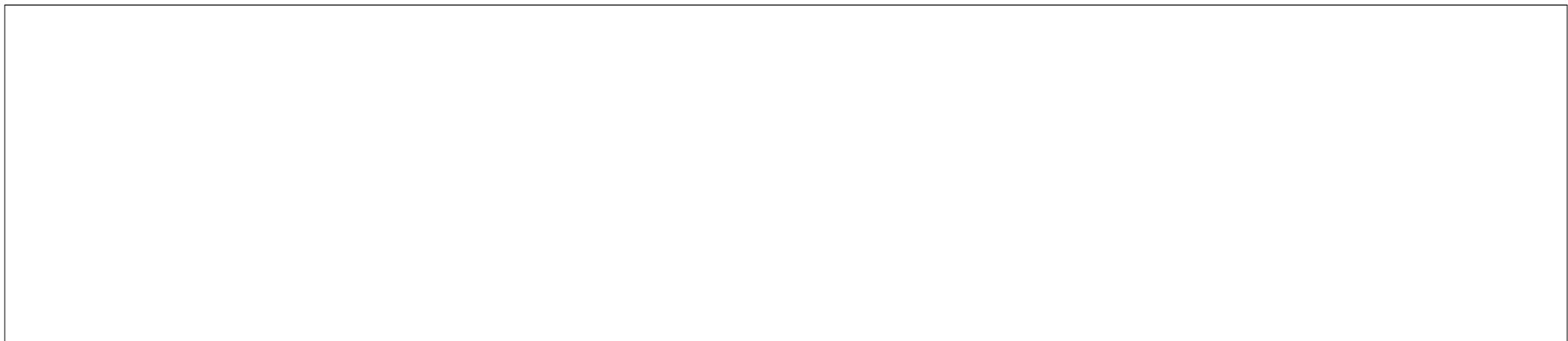
Scene	Duration	Panel	Duration
170	01:18	001B	00:08



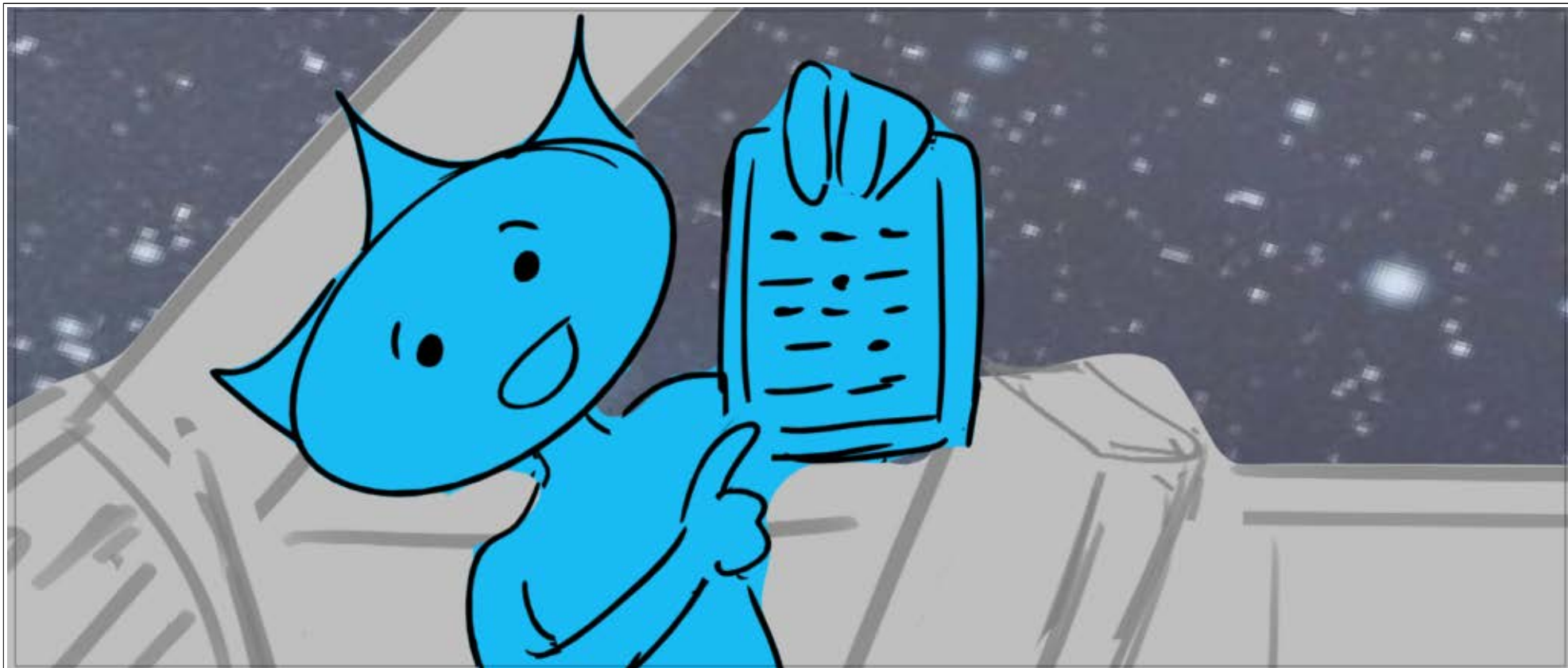
Action Notes

Rok taps at the console, referencing a MORSE CODE guide held by MURF.

Scene	Duration	Panel	Duration
170	01:18	001A	00:08



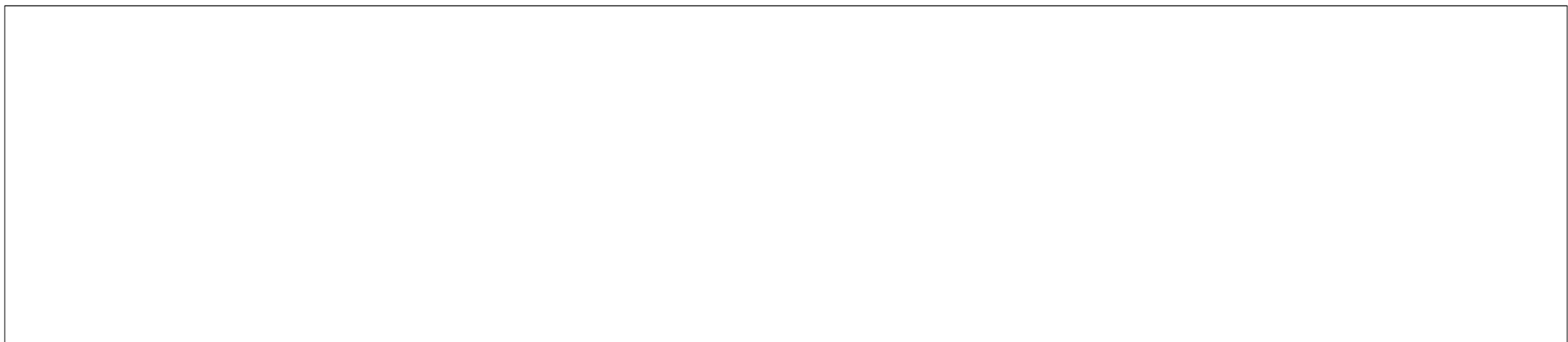
Scene	Duration	Panel	Duration
170	01:18	001C	00:08



Action Notes

Rok taps at the console, referencing a MORSE CODE guide held by MURF.

Scene	Duration	Panel	Duration
170	01:18	001D	00:09



Scene	Duration	Panel	Duration
180	01:04	001	00:07

**Action Notes**

Rok taps at the console, referencing a MORSE CODE guide held by MURF.

Scene	Duration	Panel	Duration
180	01:04	002	00:07



Action Notes

Rok taps at the console, referencing a MORSE CODE guide held by MURF.

Scene	Duration	Panel	Duration
180	01:04	001A	00:07

**Action Notes**

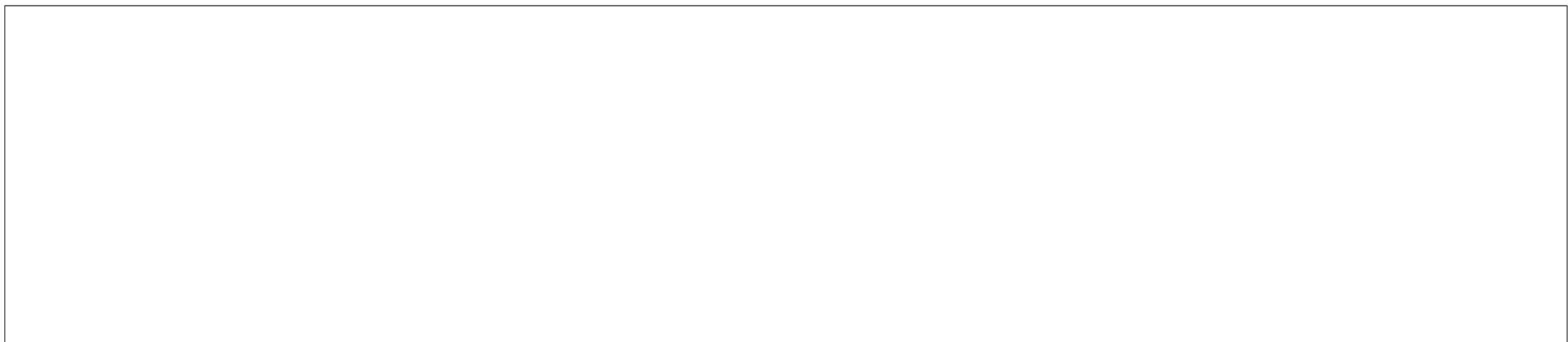
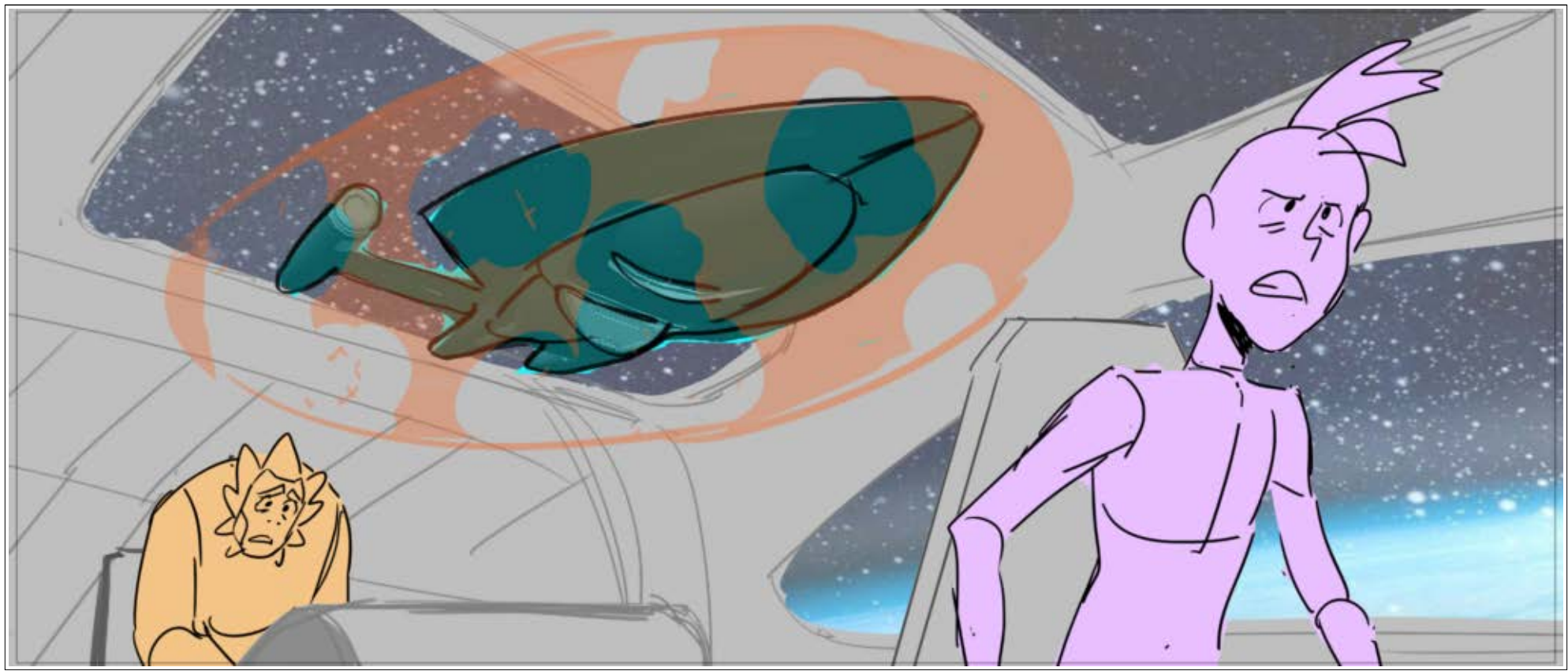
Rok taps at the console, referencing a MORSE CODE guide held by MURF.

Scene	Duration	Panel	Duration
180	01:04	002A	00:07

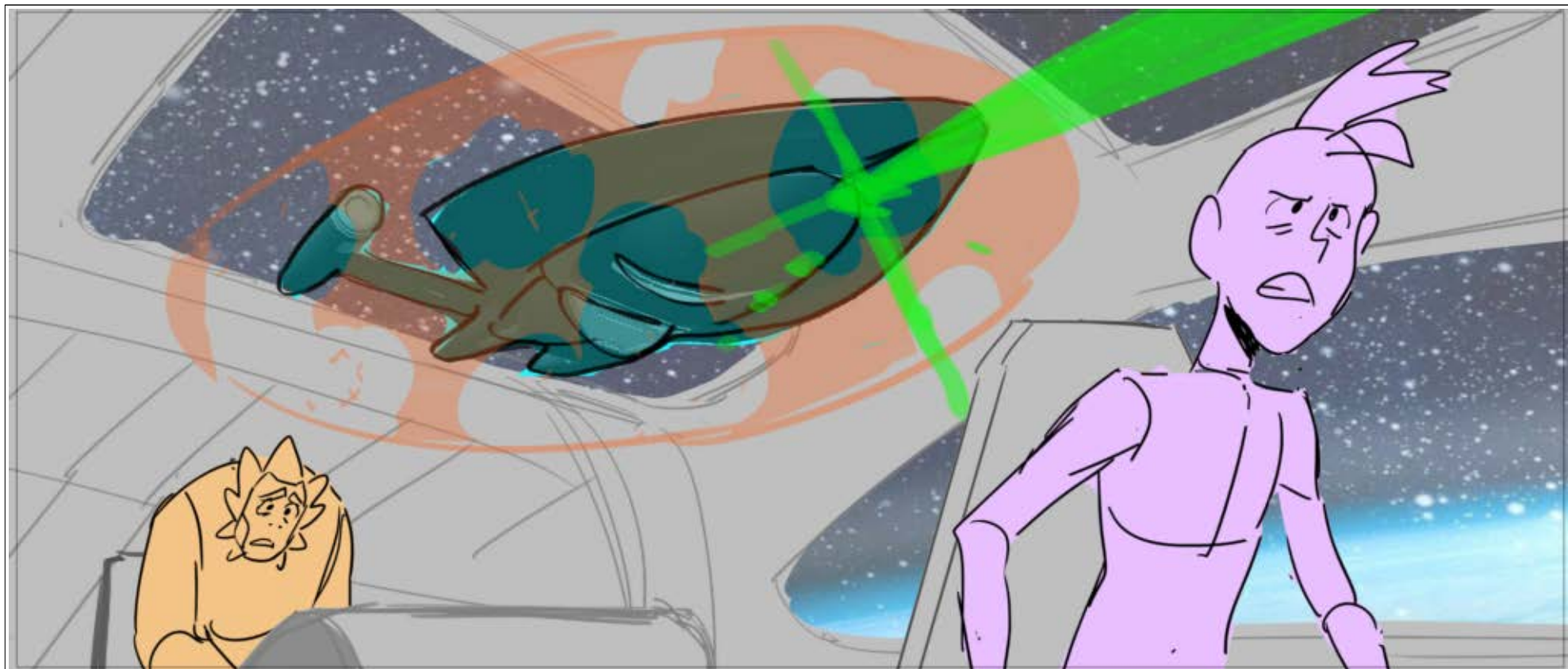
**Action Notes**

Rok taps at the console, referencing a MORSE CODE guide held by MURF.

Scene	Duration	Panel	Duration
181	02:22	001A	00:14



Scene	Duration	Panel	Duration
181	02:22	001	00:03

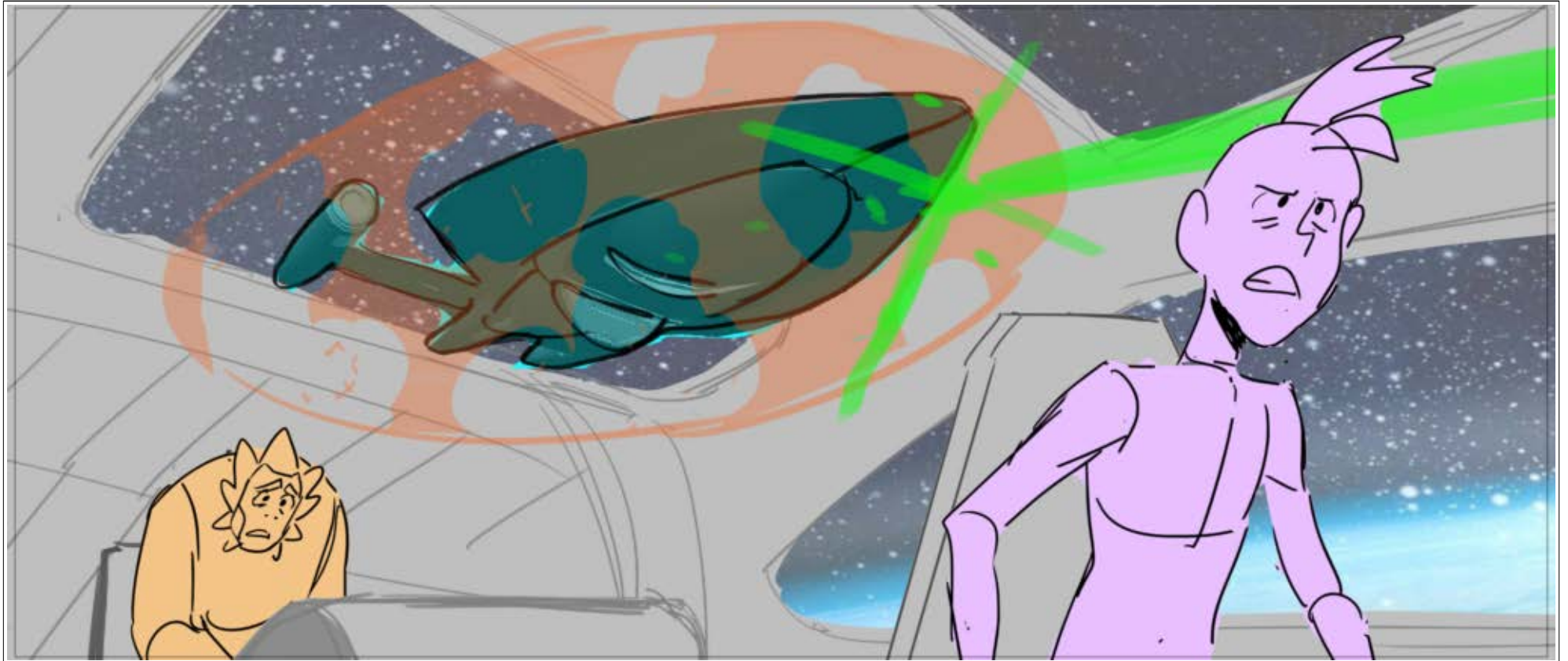


Dialog

ROK-TAHK

11 ?Do not contact-

Scene	Duration	Panel	Duration
181	02:22	001A0	00:04

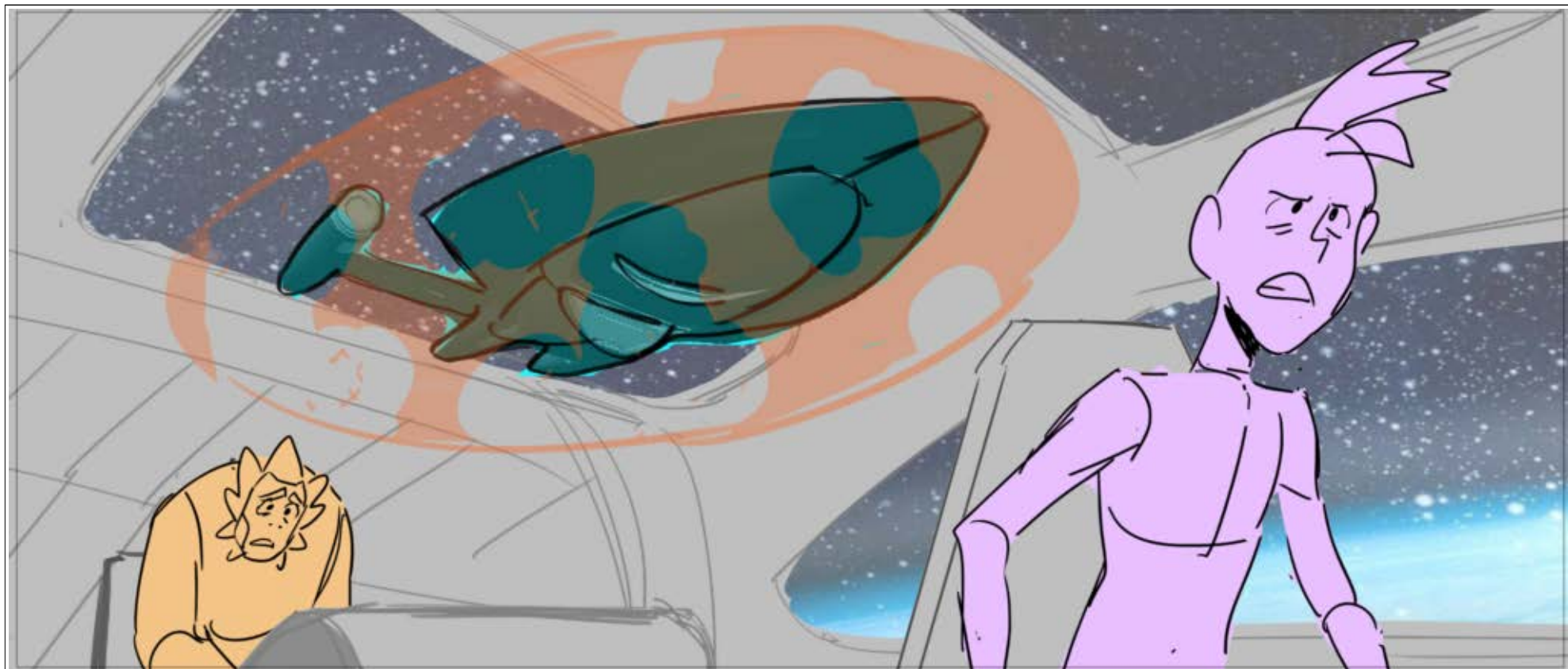


Dialog

ROK-TAHK

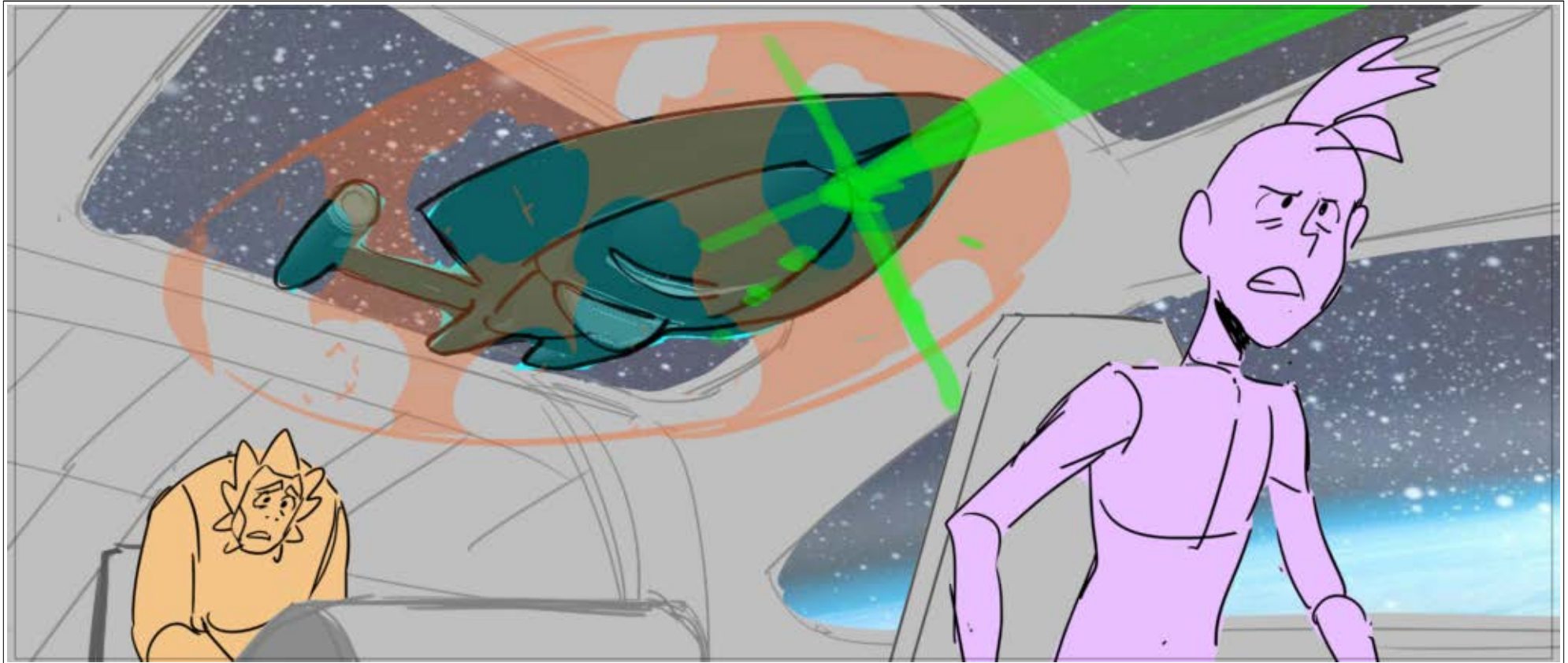
11 ?Do not contact-

Scene	Duration	Panel	Duration
181	02:22	001C	00:05



Dialog
ROK-TAHK
11 ?Do not contact-

Scene	Duration	Panel	Duration
181	02:22	001A998	00:05

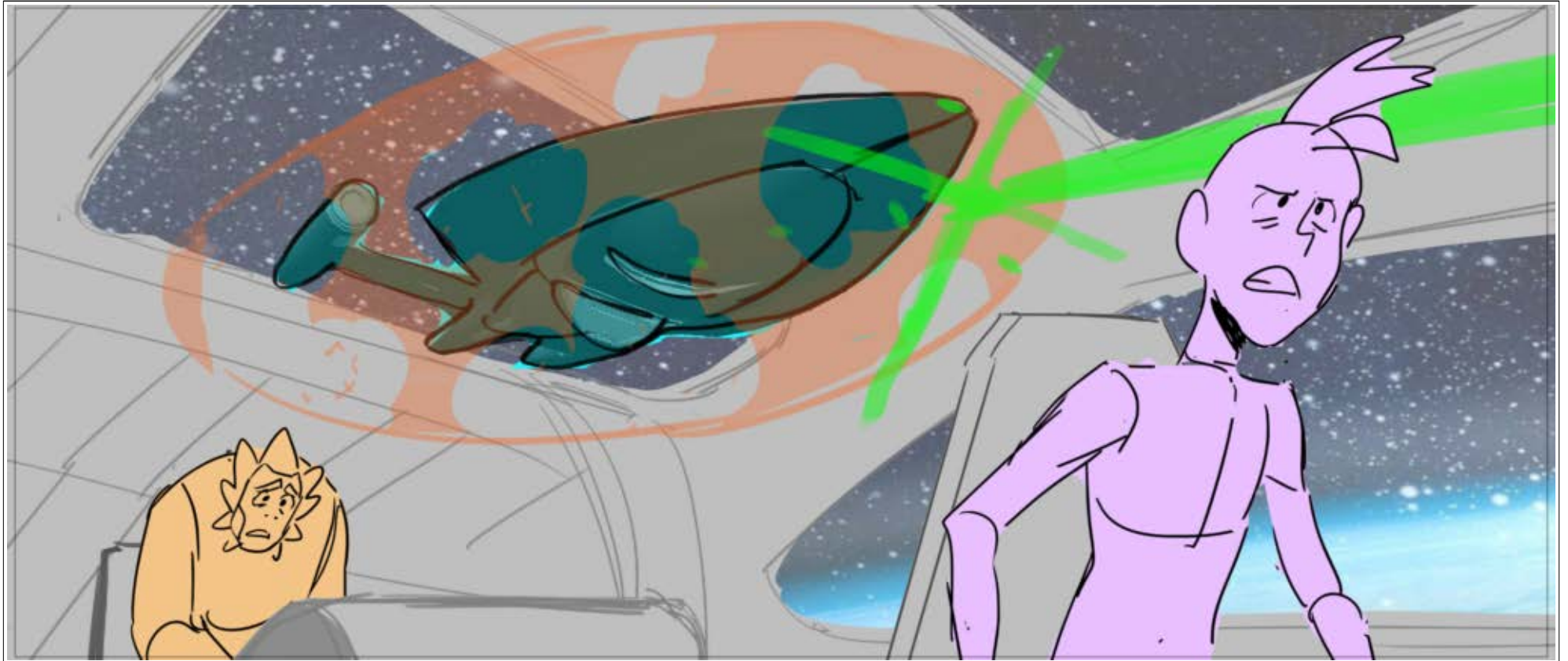


Dialog

ROK-TAHK

11 ?virus aboard-?

Scene	Duration	Panel	Duration
181	02:22	001A2	00:04

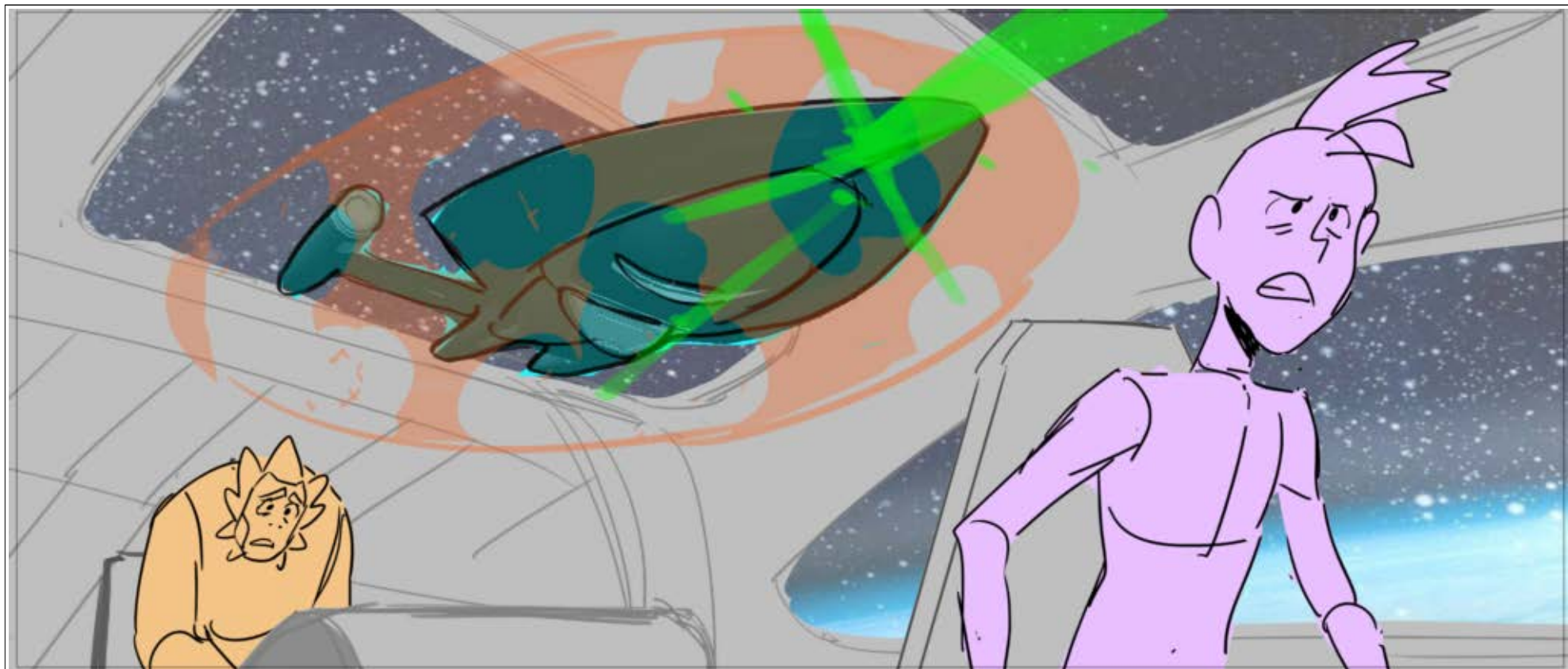


Dialog

ROK-TAHK

11 ?virus aboard-?

Scene	Duration	Panel	Duration
181	02:22	001A1	00:02

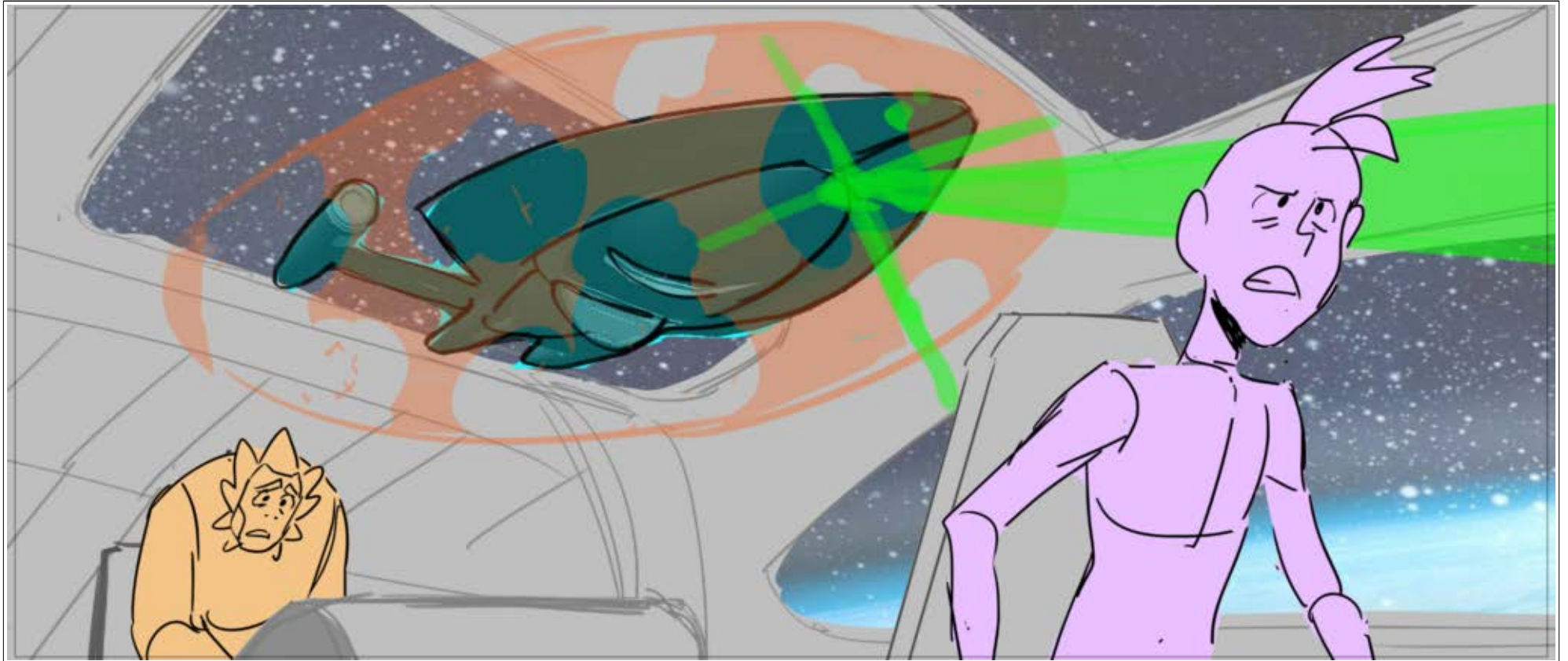


Dialog

ROK-TAHK

11 ?virus aboard-?

Scene	Duration	Panel	Duration
181	02:22	001A999	00:04

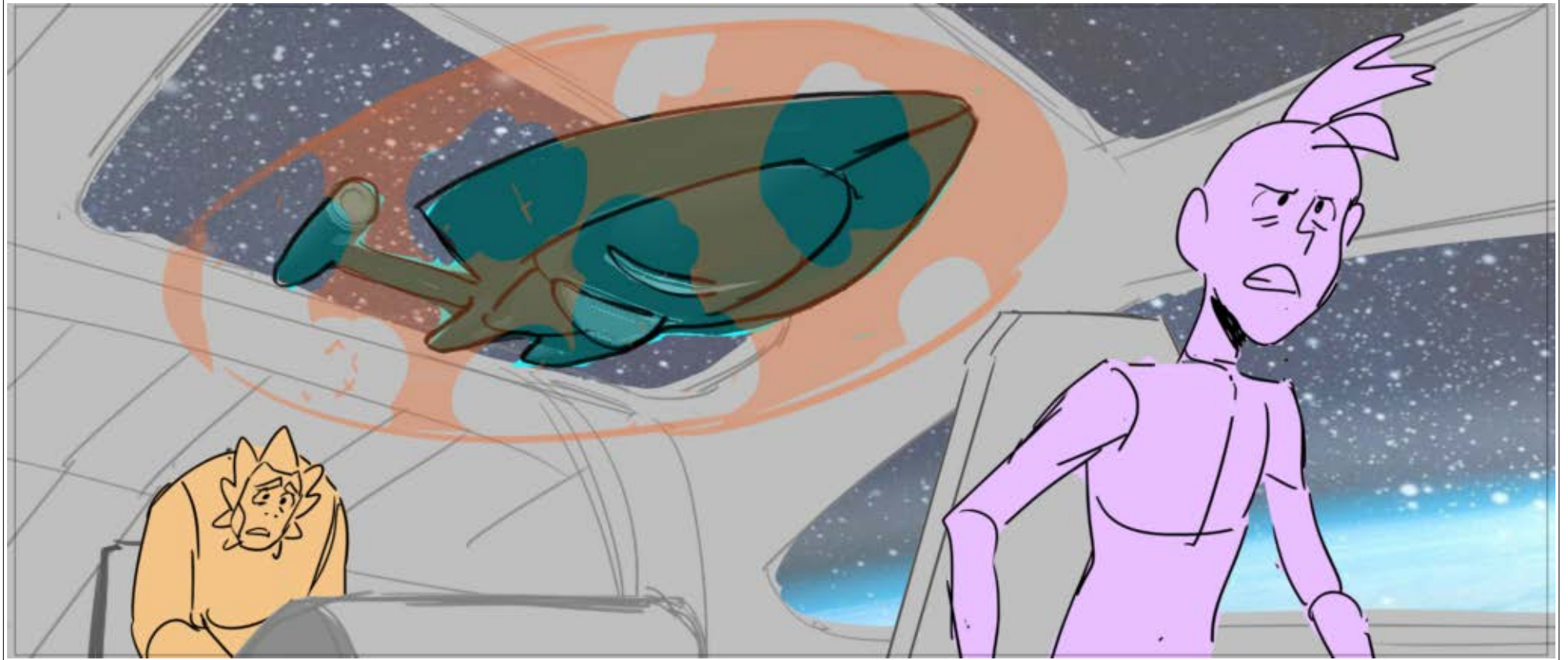


Dialog

ROK-TAHK

11 ?virus aboard-?

Scene	Duration	Panel	Duration
181	02:22	001D	00:13

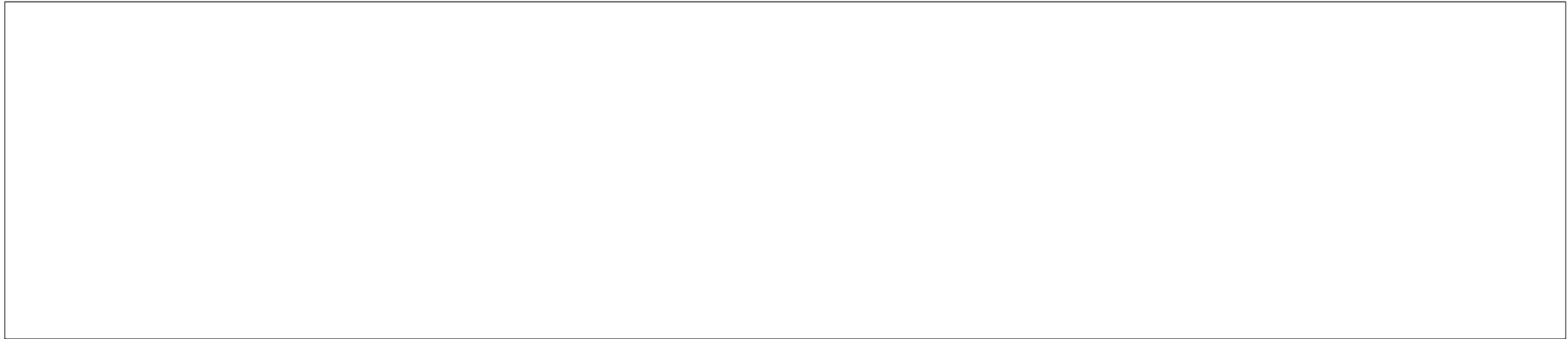
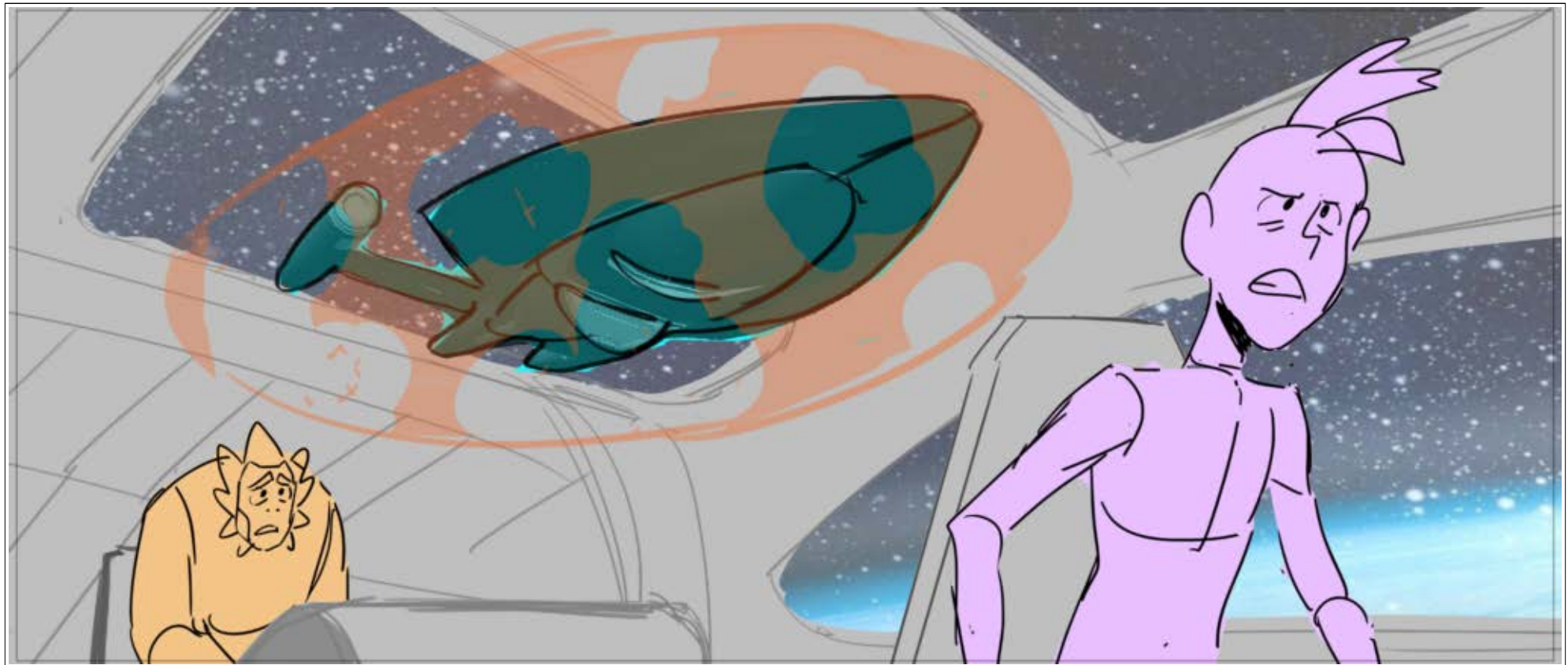


Dialog

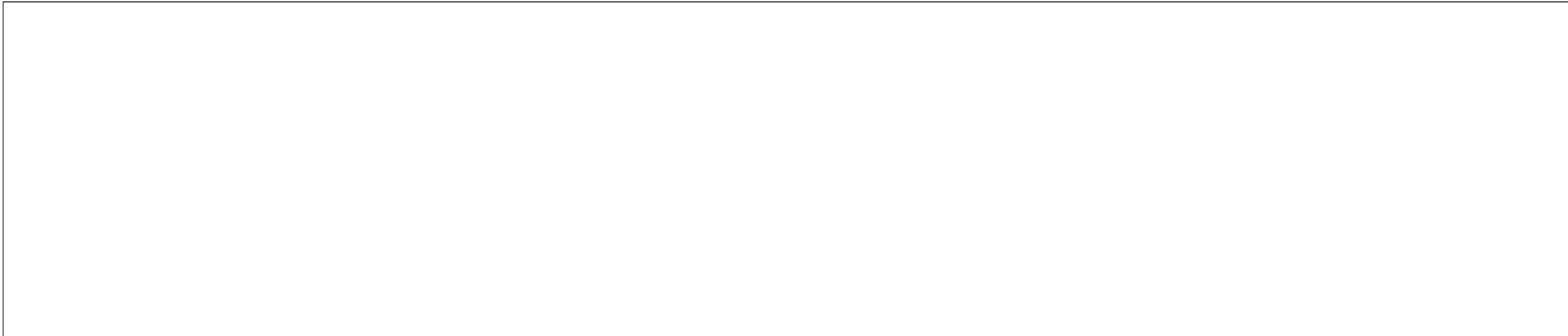
ROK-TAHK

11 ?virus aboard-?

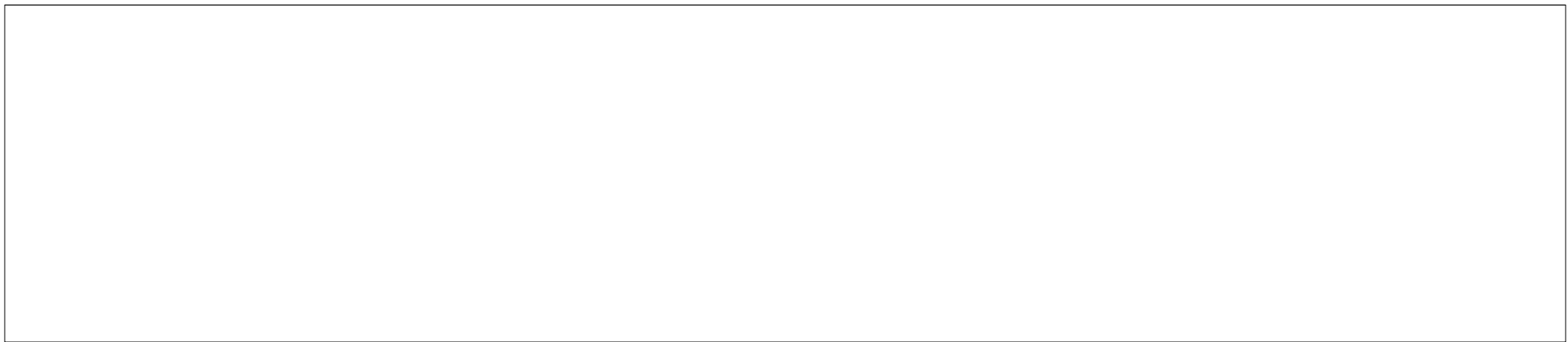
Scene	Duration	Panel	Duration
181	02:22	001B	00:16



Scene	Duration	Panel	Duration
200	04:00	001	01:00



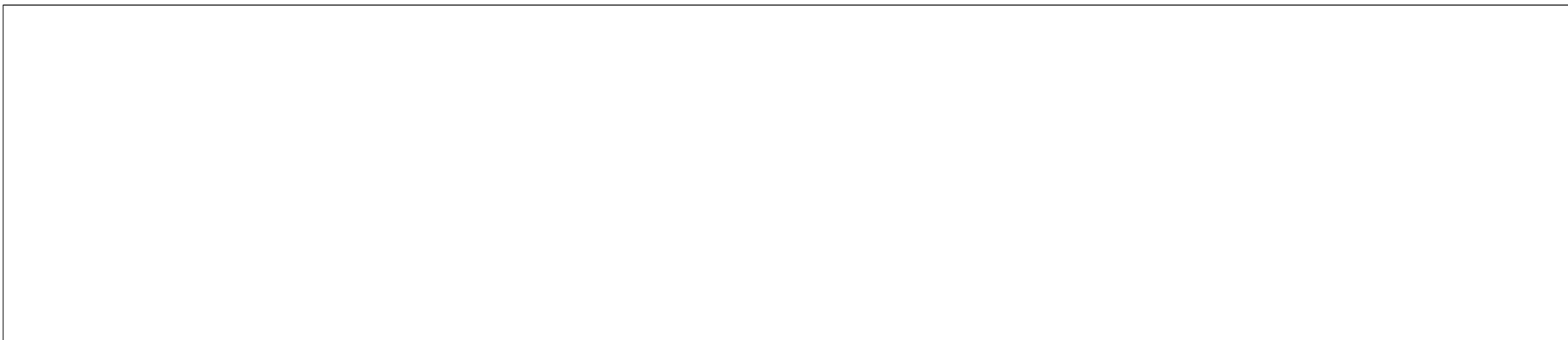
Scene	Duration	Panel	Duration
200	04:00	001A	01:00



Scene	Duration	Panel	Duration
200	04:00	001A0	01:00



Scene	Duration	Panel	Duration
200	04:00	001B	01:00



Scene	Duration	Panel	Duration
210	02:00	002A	01:00



Dialog
JANKOM POG
12 Uh nope.

Scene	Duration	Panel	Duration
210	02:00	002	01:00

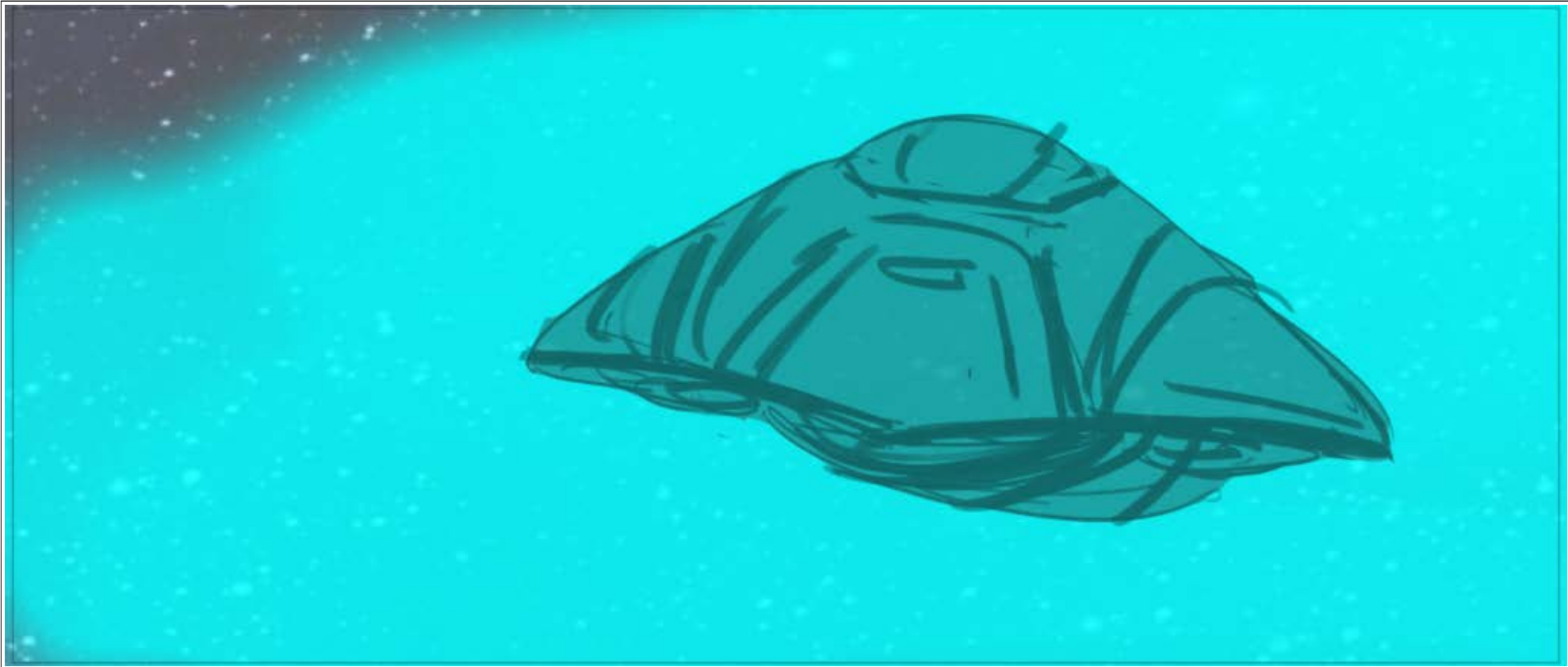


Dialog

JANKOM POG

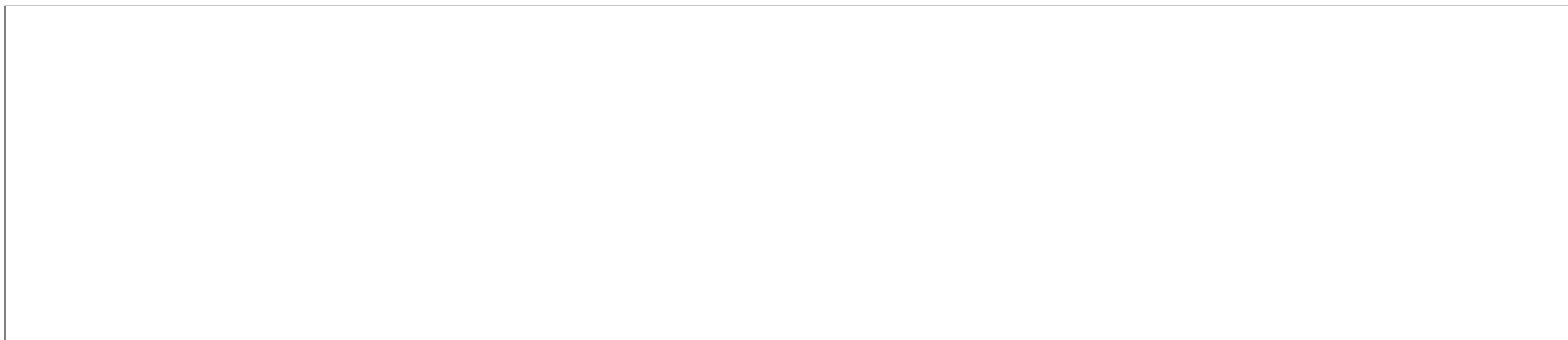
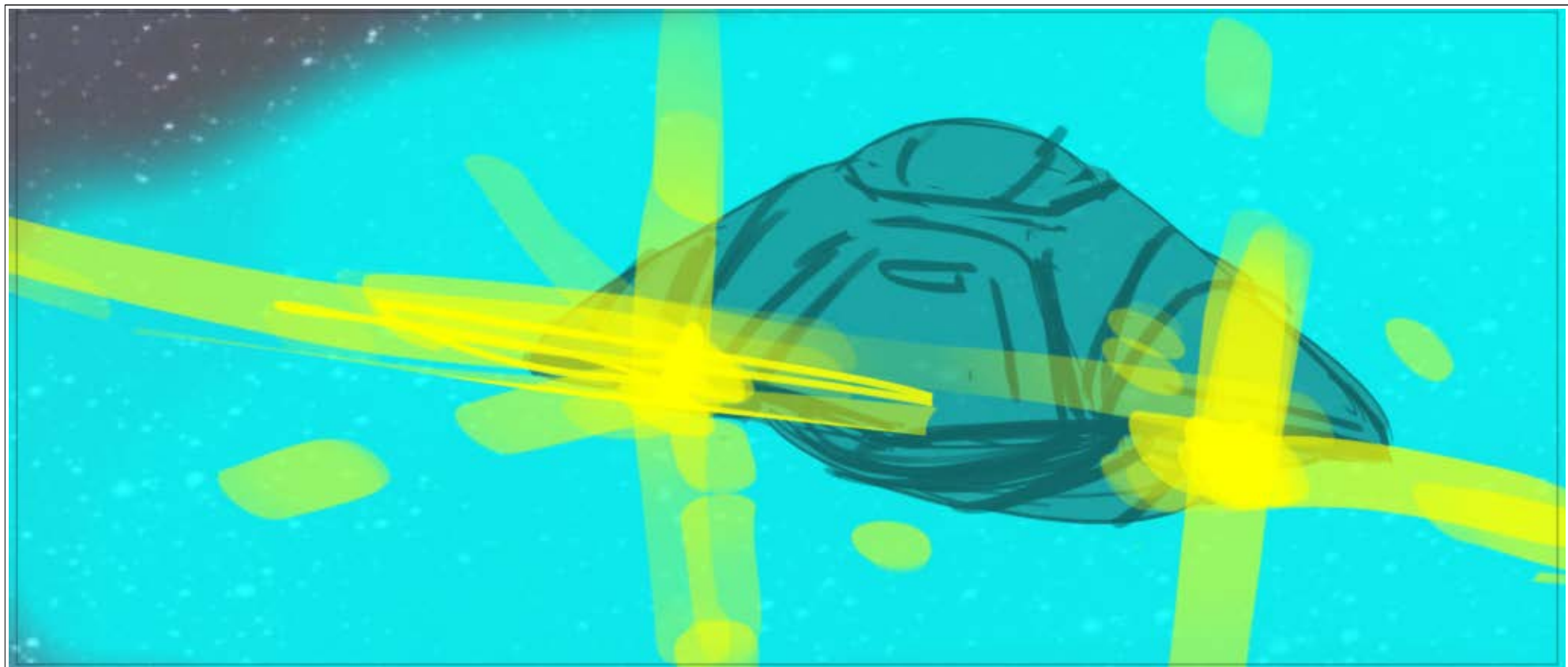
12 They just think we're firing at them.

Scene	Duration	Panel	Duration
220	02:00	001	01:00

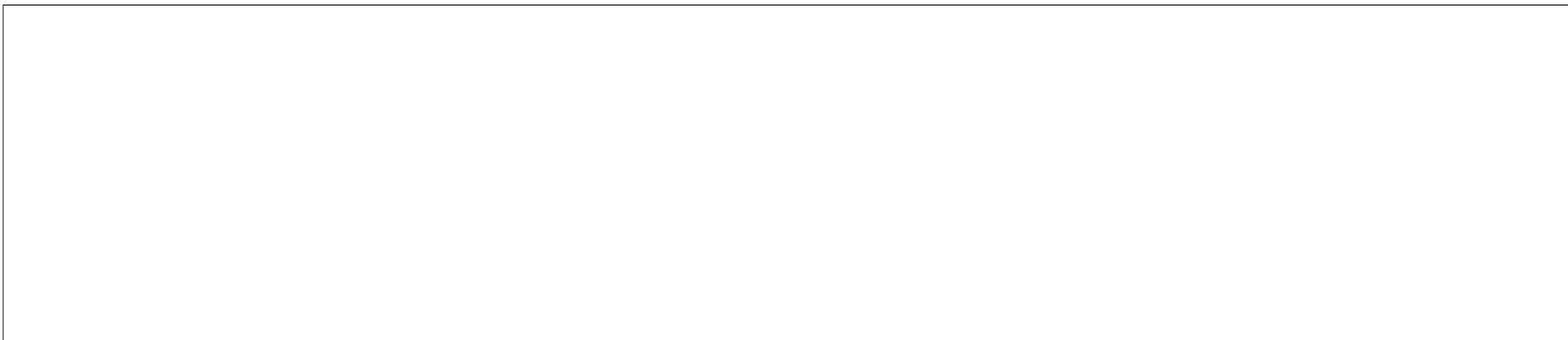


Dialog
Round two, inbound!

Scene	Duration	Panel	Duration
220	02:00	001A	01:00



Scene	Duration	Panel	Duration
230	02:00	001	01:00



Scene	Duration	Panel	Duration
230	02:00	001A	01:00

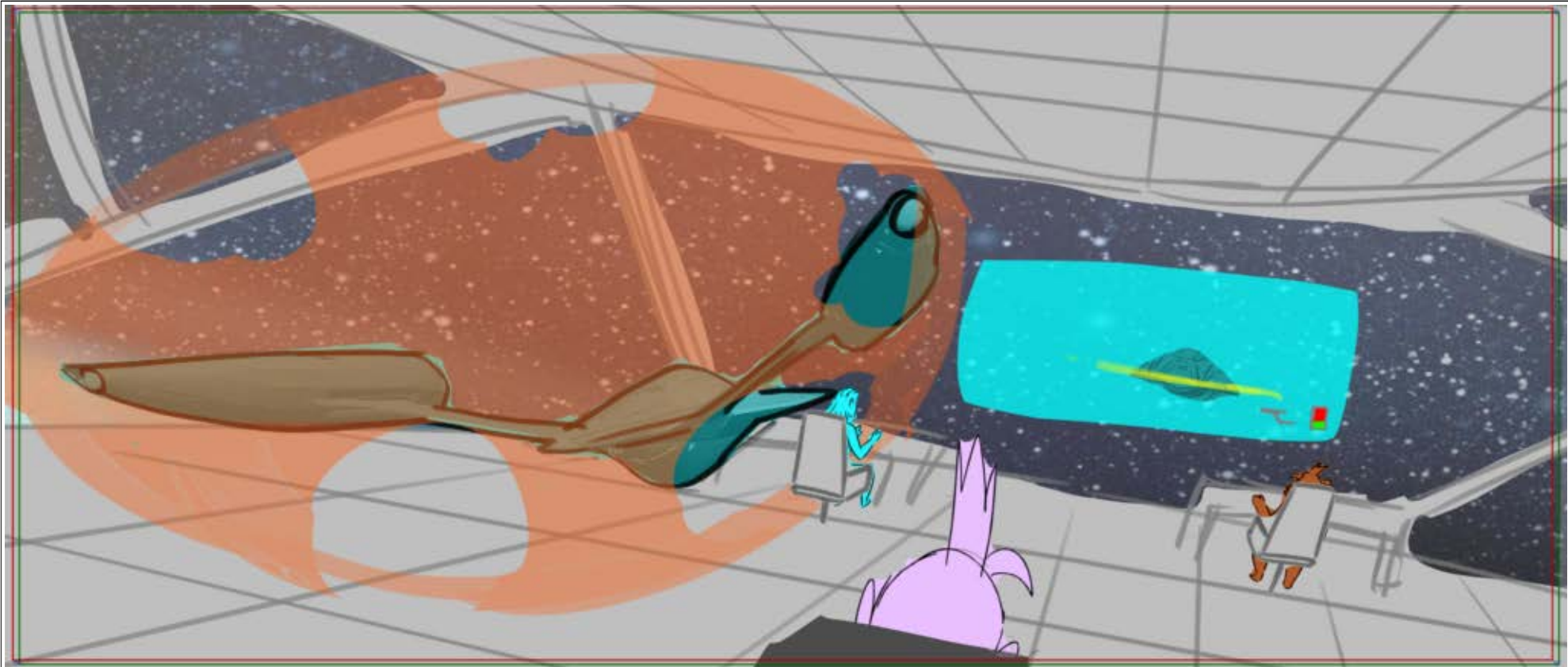


Dialog

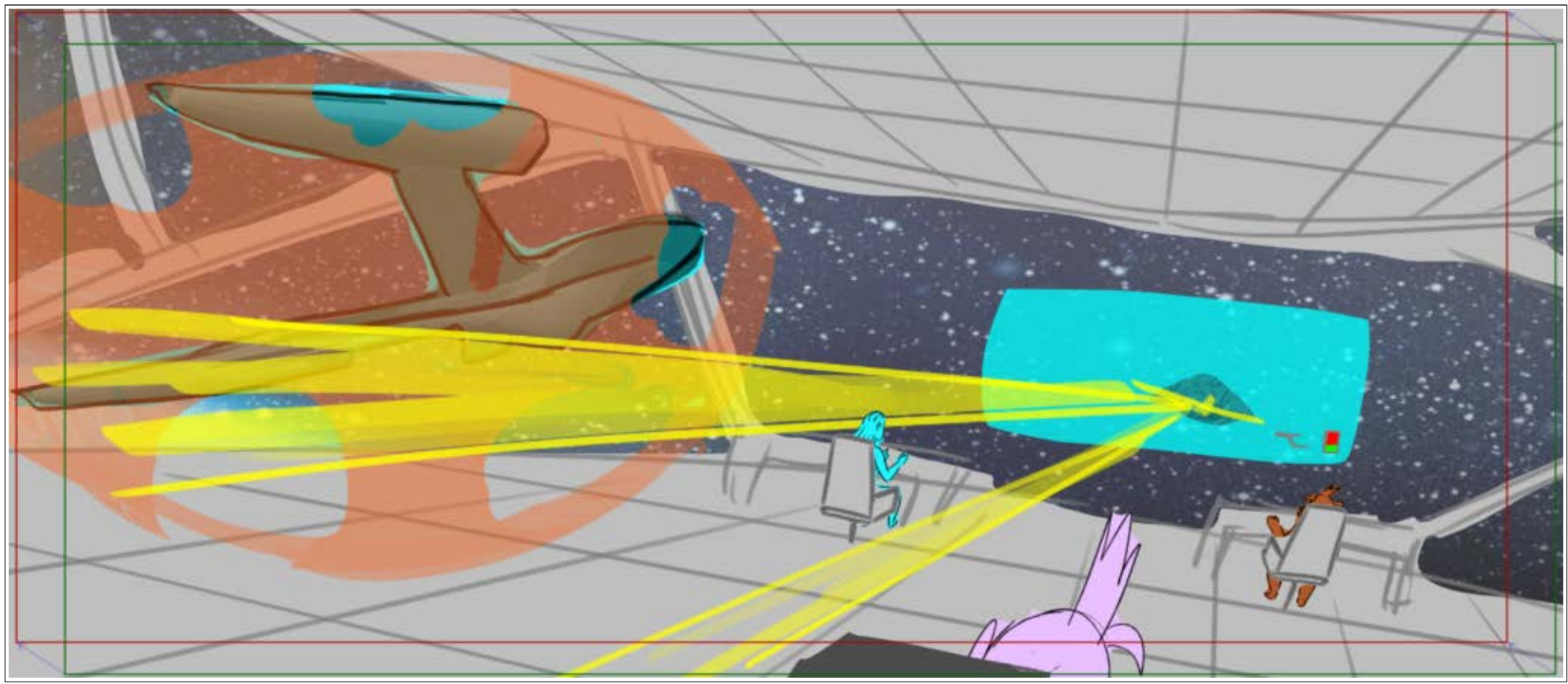
DAL

13 Evasive maneuvers!

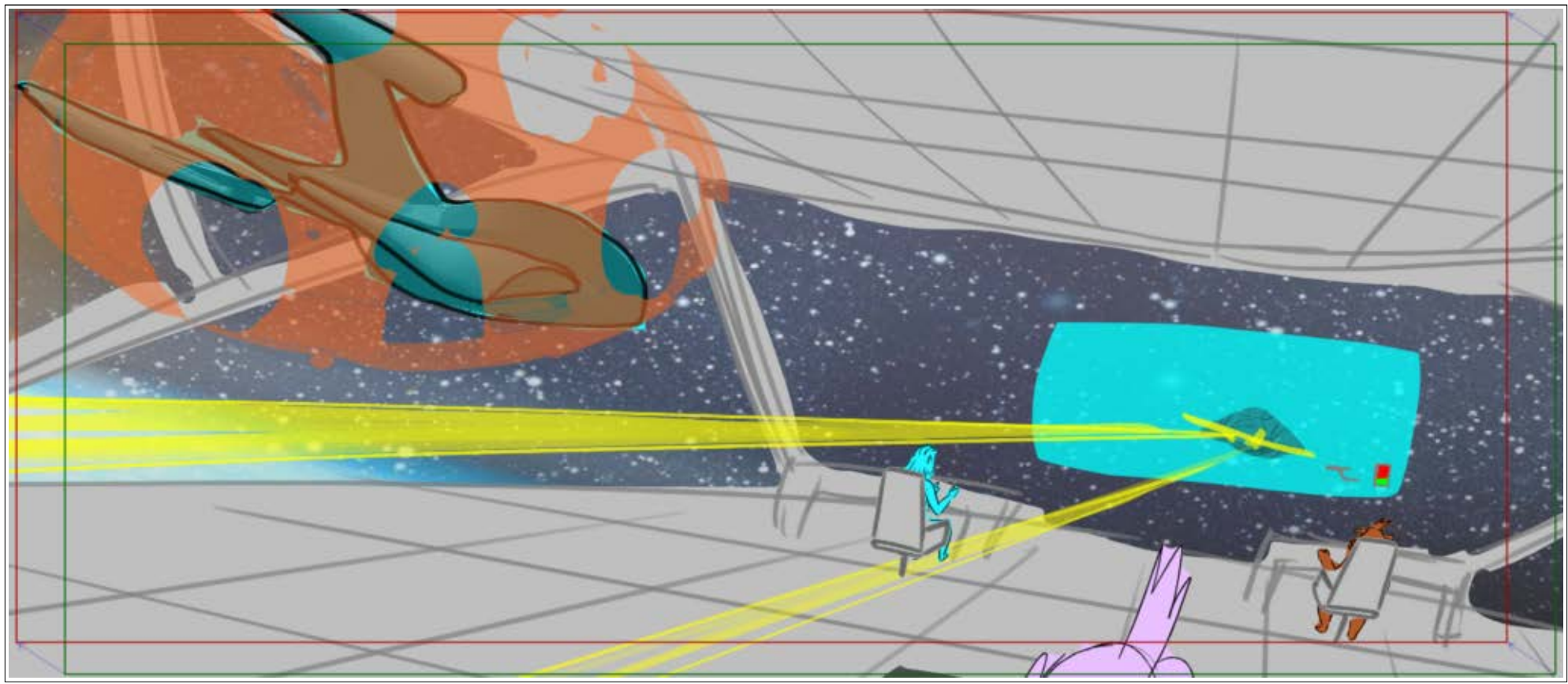
Scene	Duration	Panel	Duration
237	03:00	001	01:00



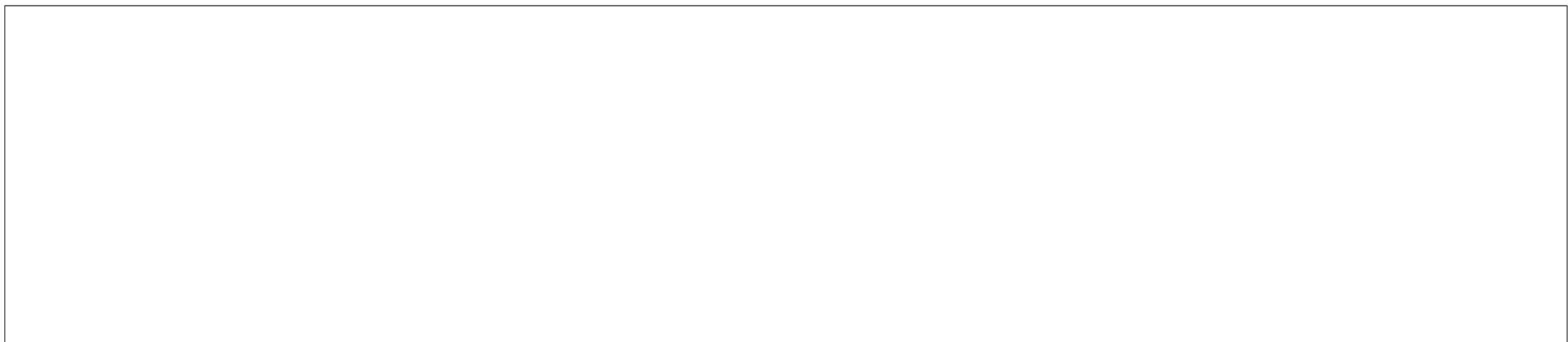
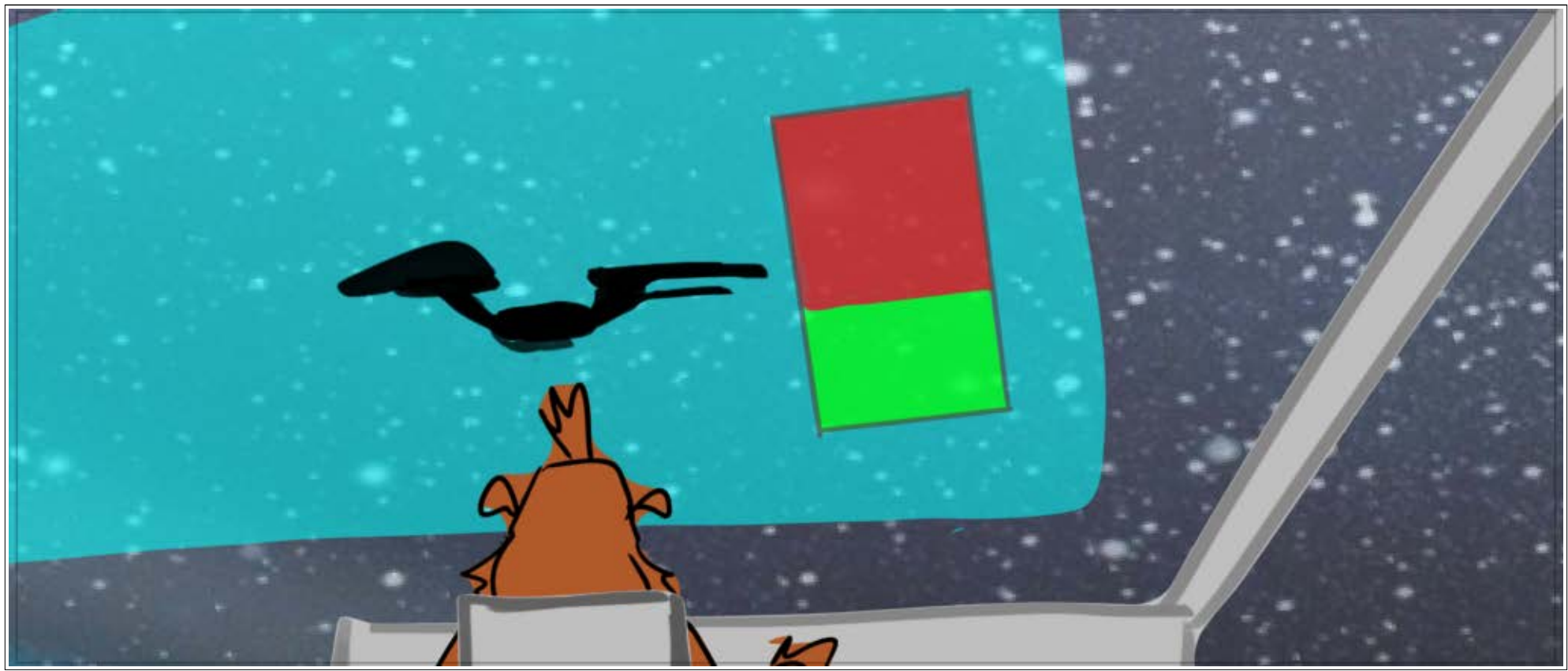
Scene	Duration	Panel	Duration
237	03:00	001A	01:00



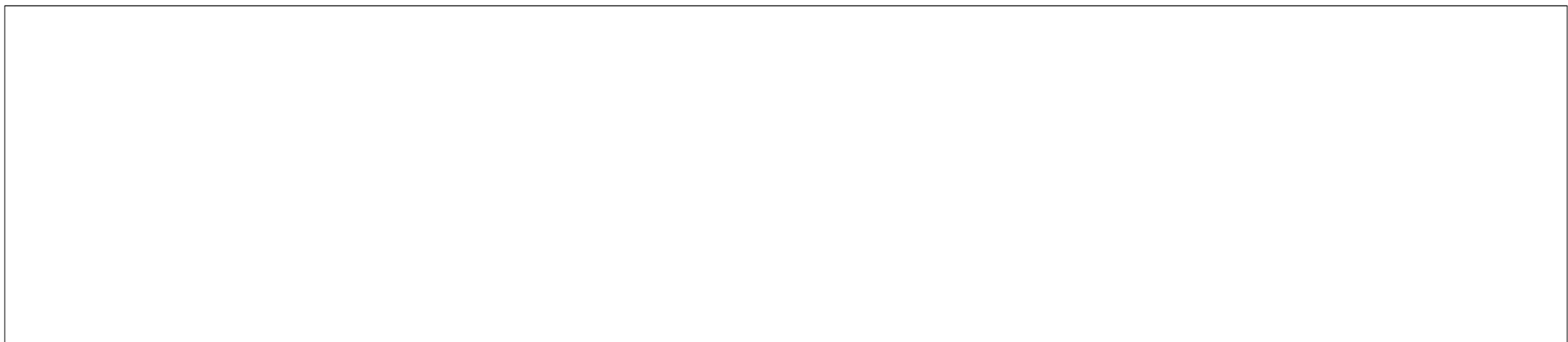
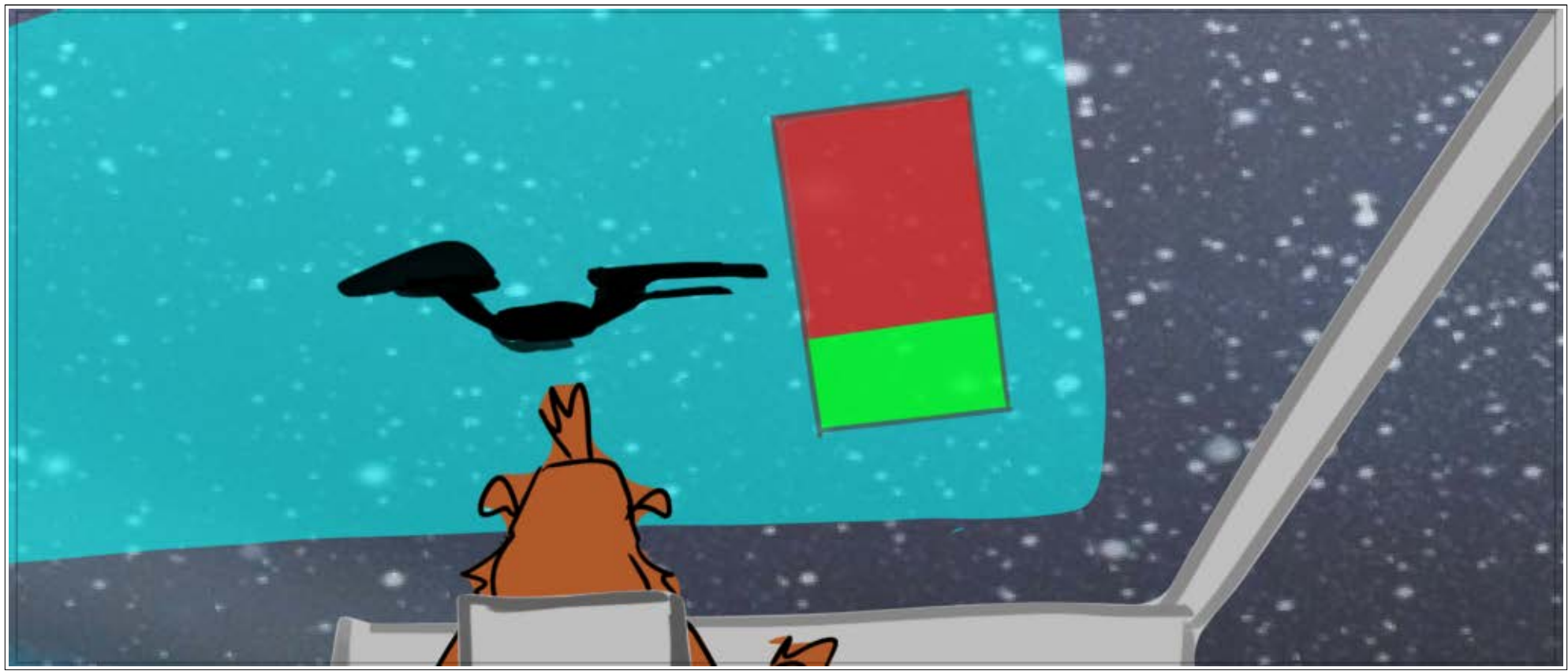
Scene	Duration	Panel	Duration
237	03:00	001B	01:00



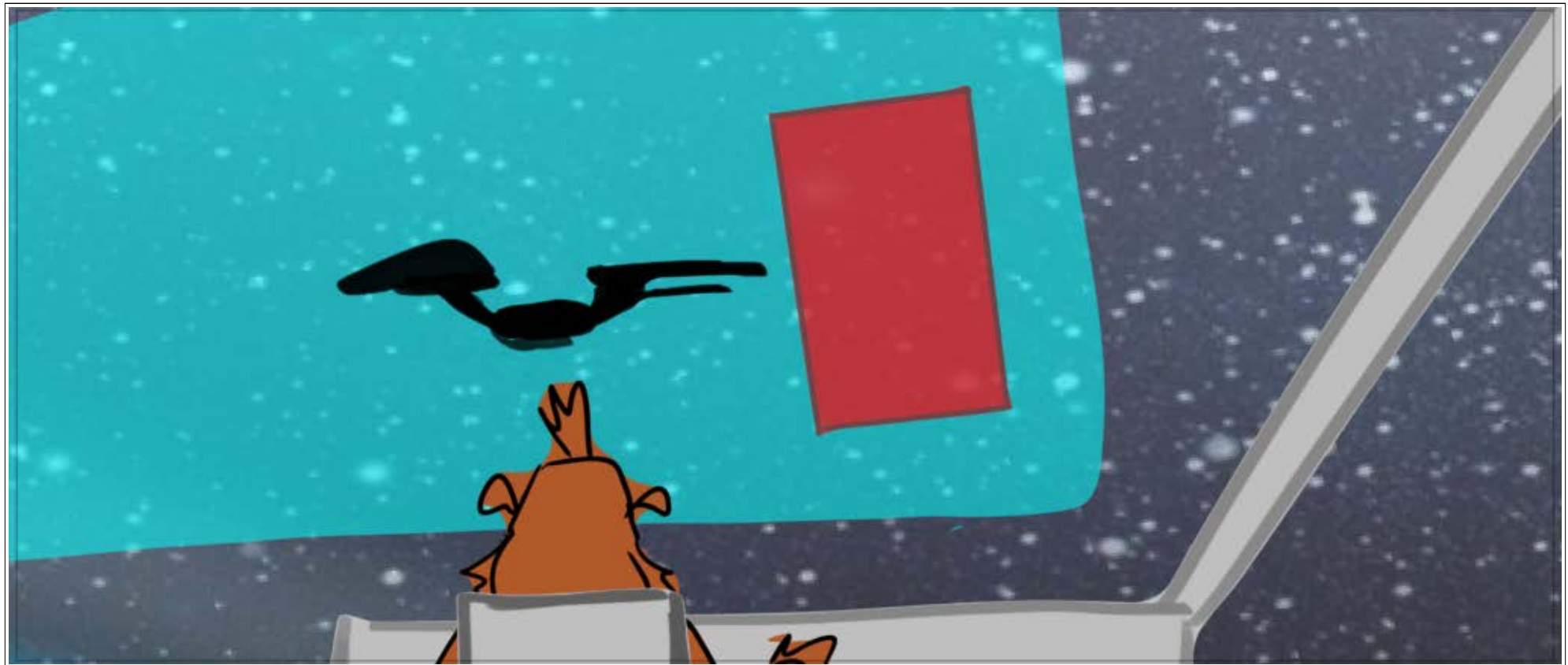
Scene	Duration	Panel	Duration
245	03:02	001A	01:02



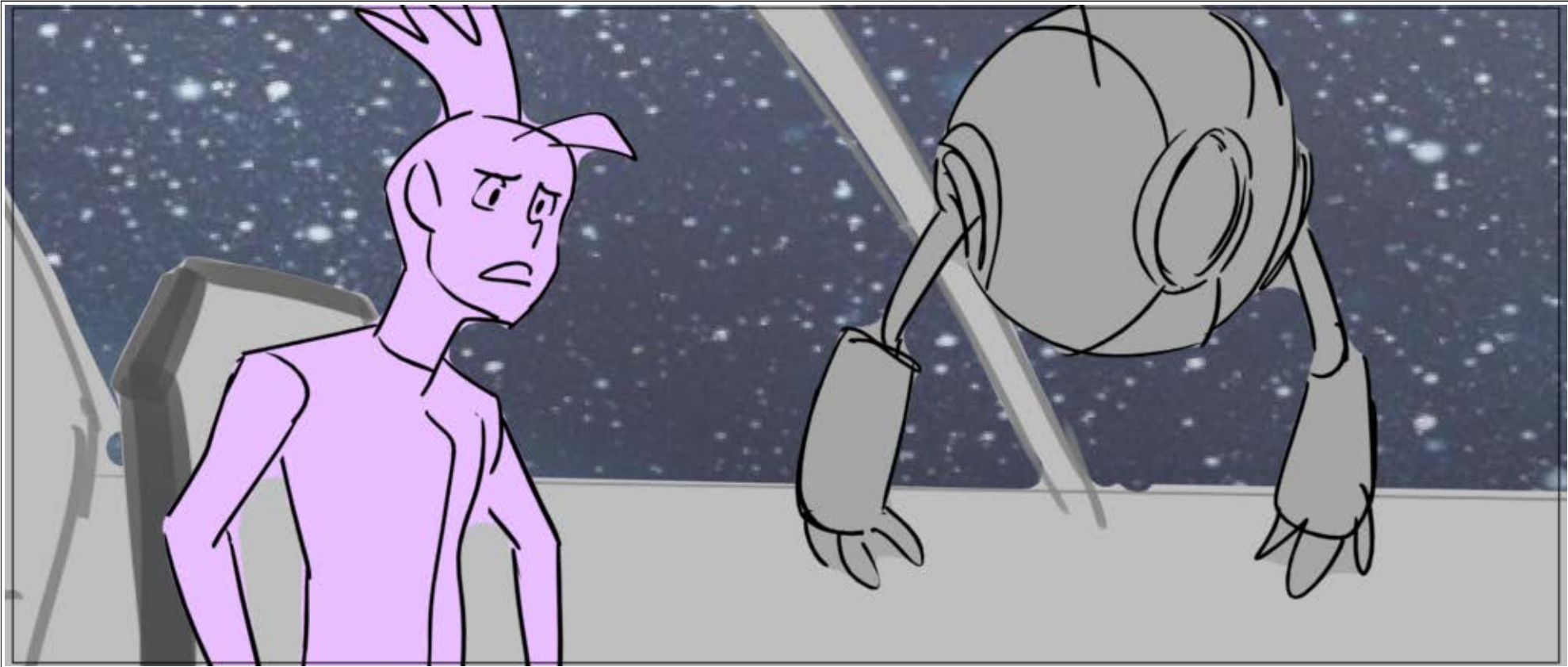
Scene	Duration	Panel	Duration
245	03:02	001C	01:00



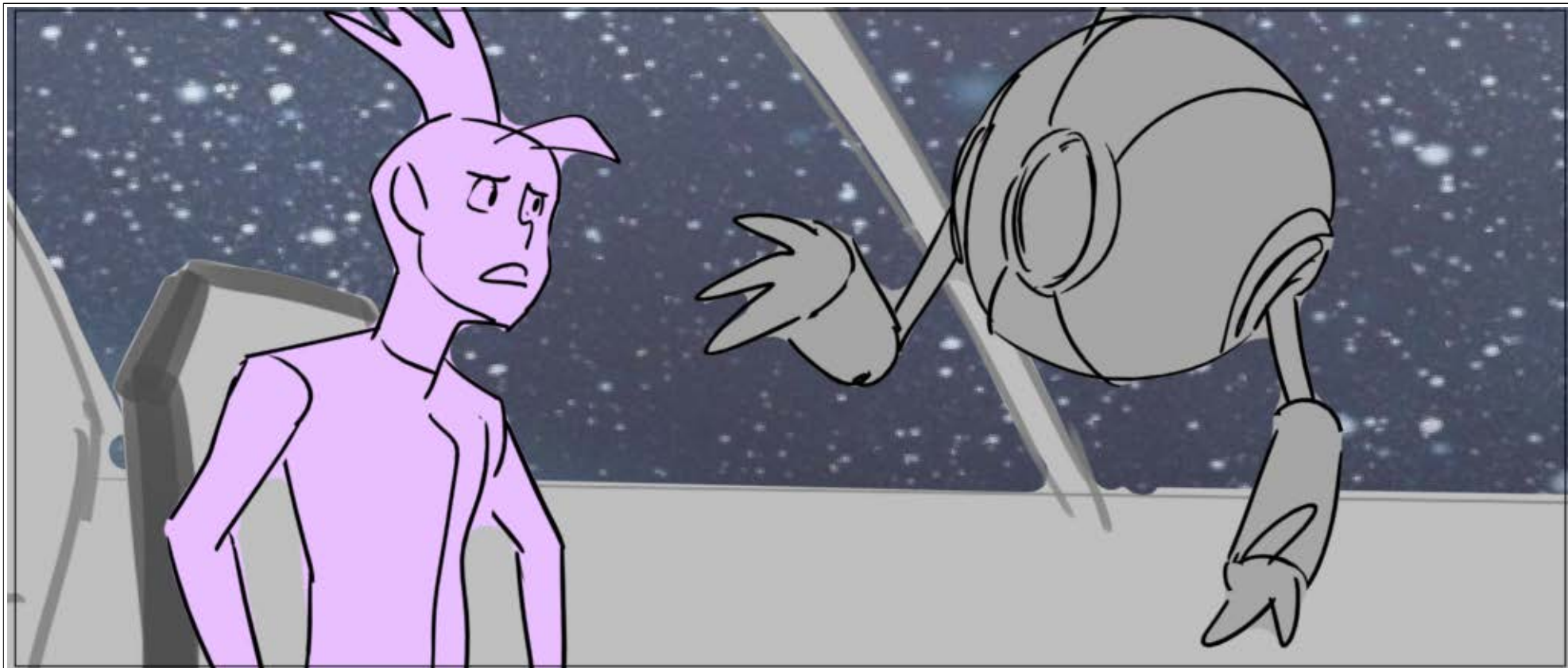
Scene	Duration	Panel	Duration
245	03:02	001B	01:00



Scene	Duration	Panel	Duration
260	03:00	001	01:00



Scene	Duration	Panel	Duration
260	03:00	001A	01:00

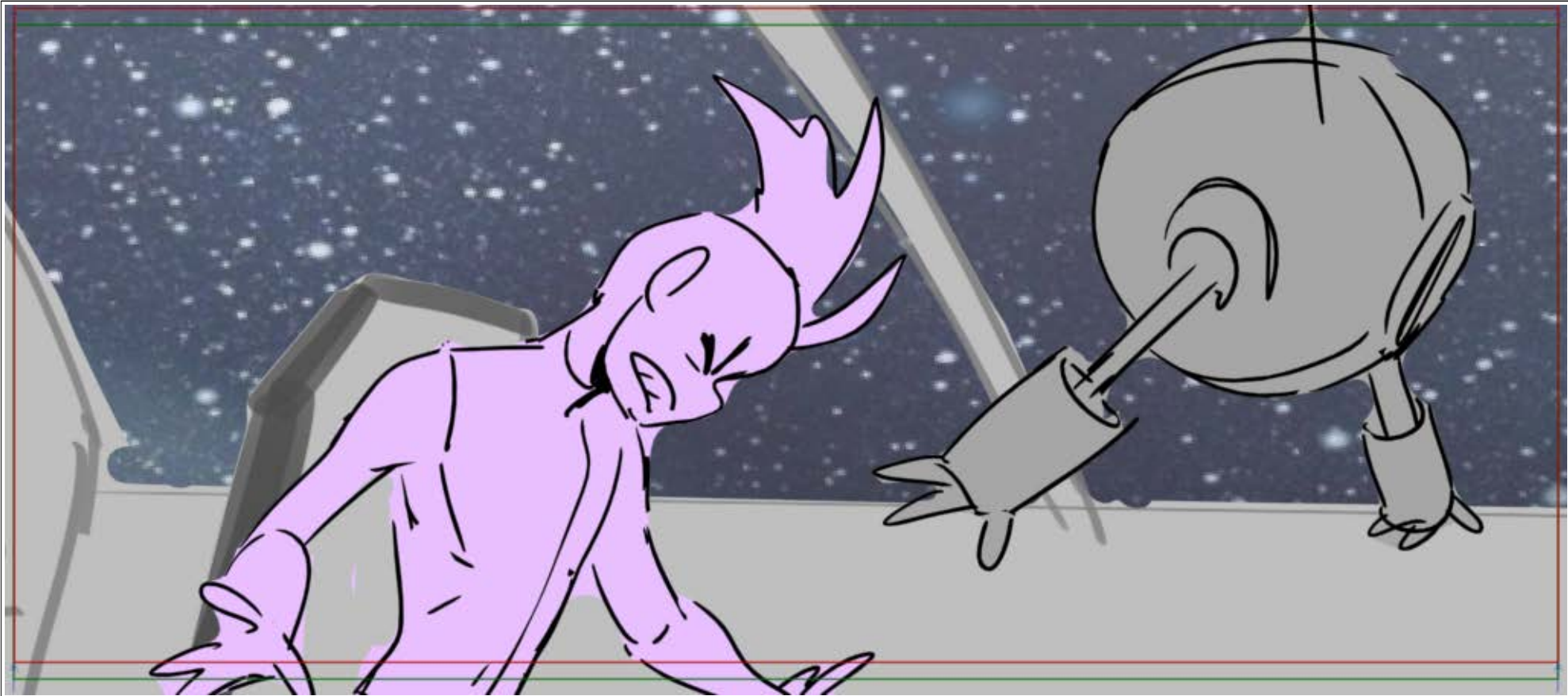


Dialog

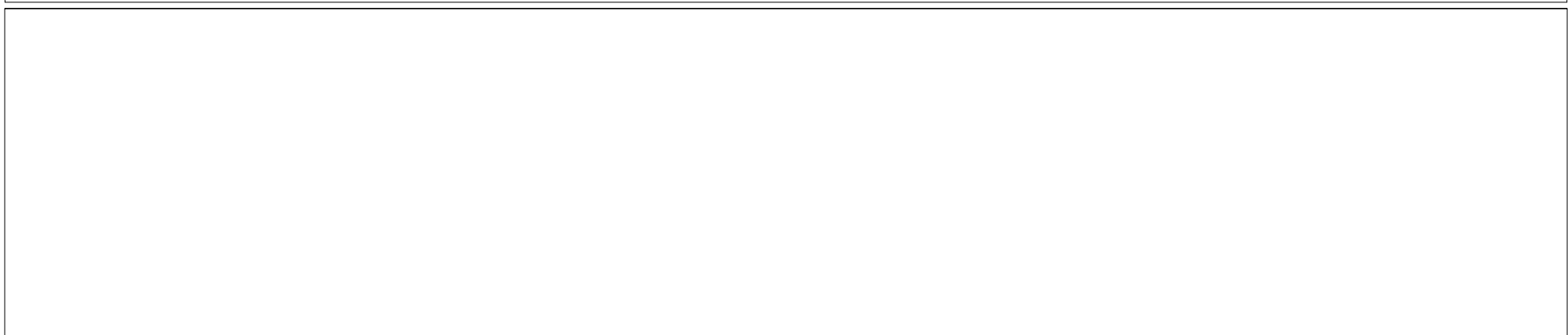
ZERO

14 Shields are gone, Captain!

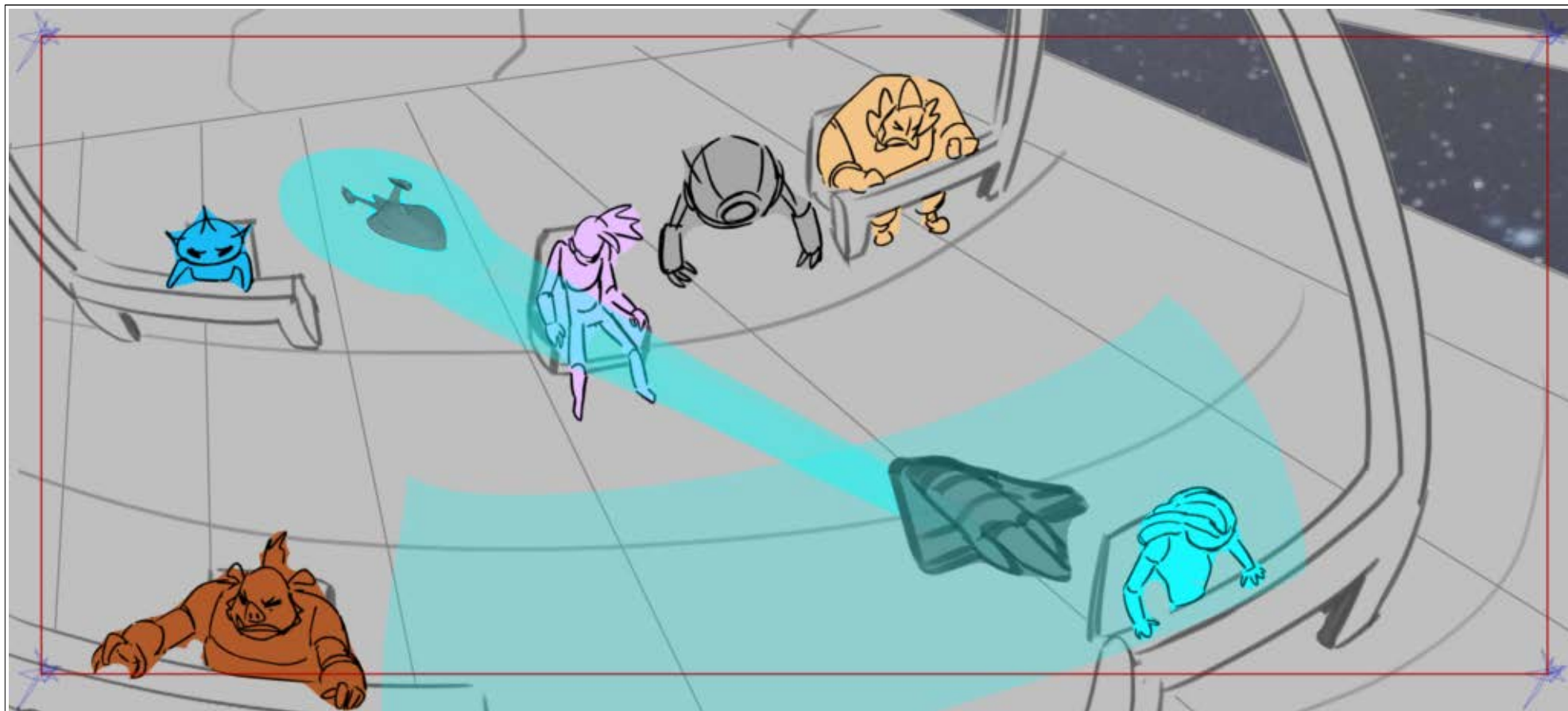
Scene	Duration	Panel	Duration
260	03:00	001A0	00:03



Scene	Duration	Panel	Duration
260	03:00	001A1	00:21



Scene	Duration	Panel	Duration
270	01:09	001	00:20

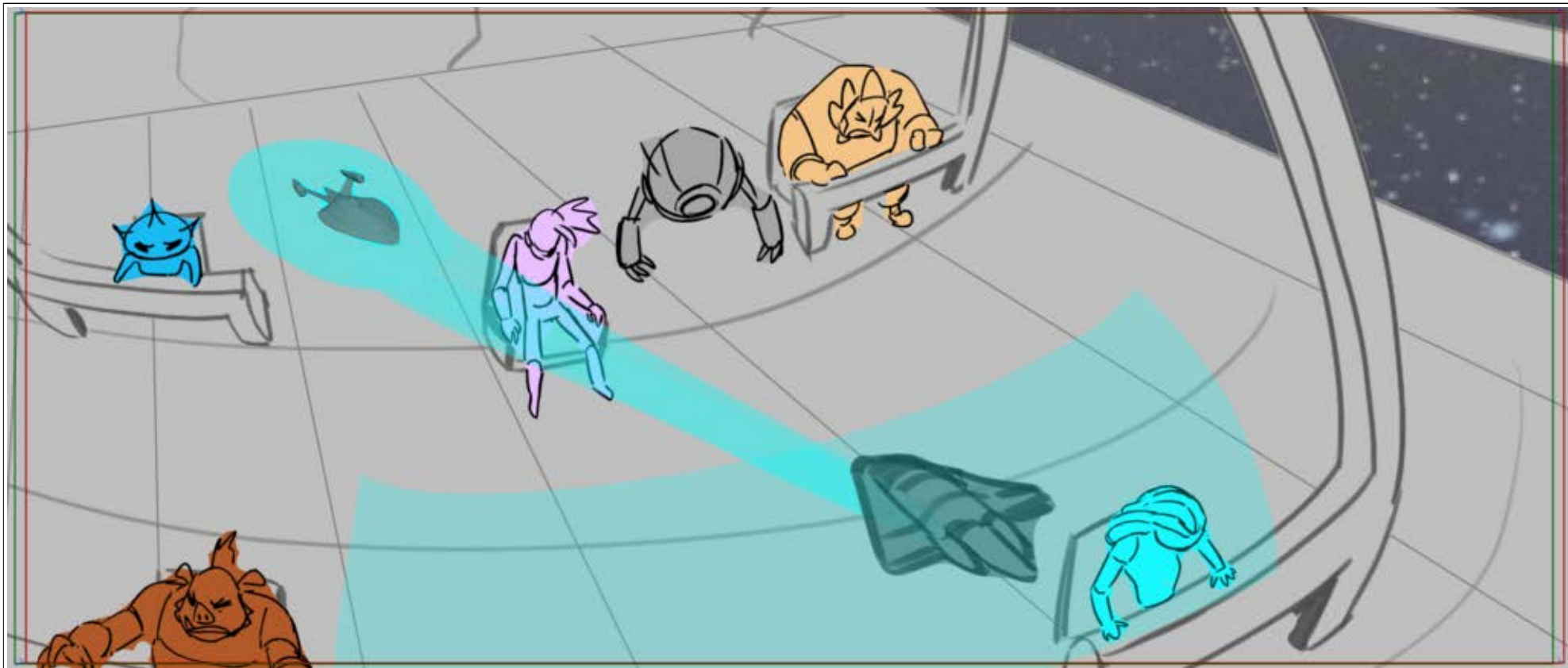


Dialog

GWYN

15 We're caught in their tractor beam!

Scene	Duration	Panel	Duration
270	01:09	002	00:13

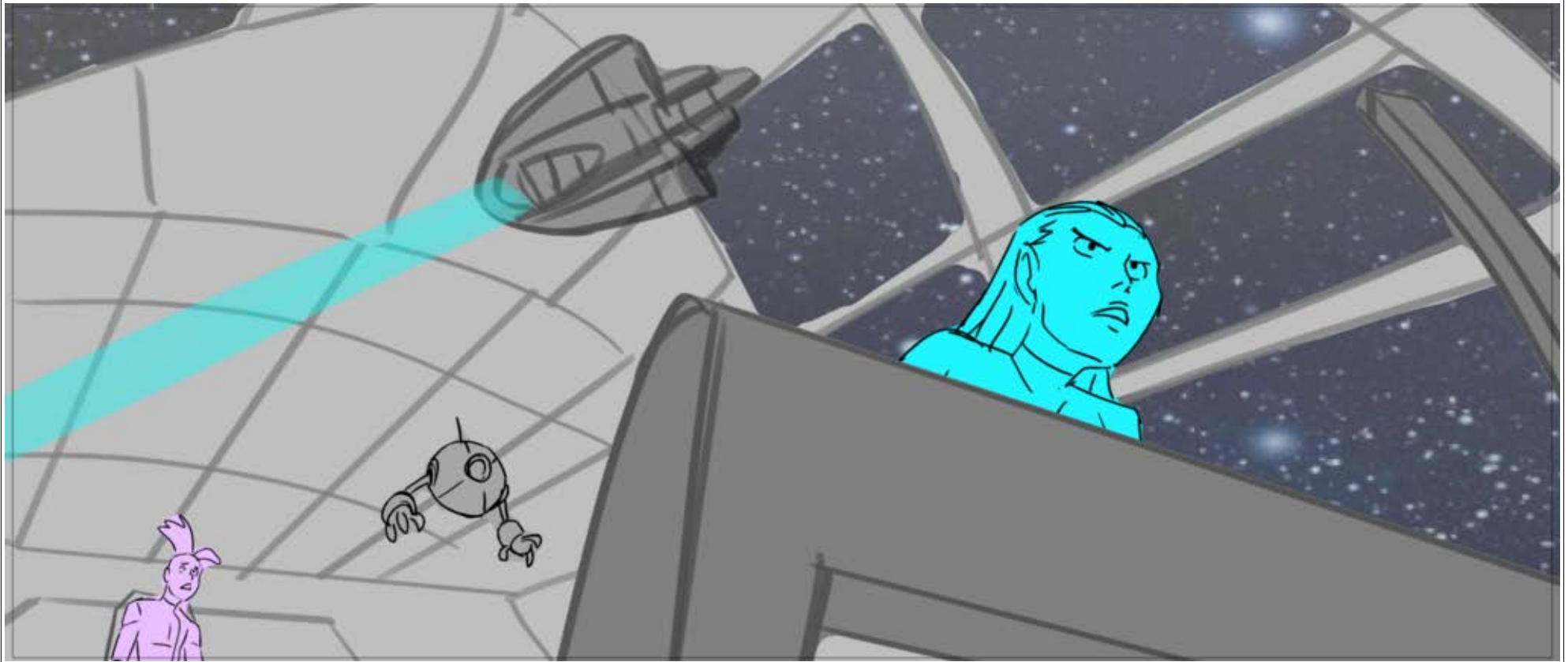


Dialog

GWYN

15 We're caught in their tractor beam!

Scene	Duration	Panel	Duration
290	03:00	001	01:00

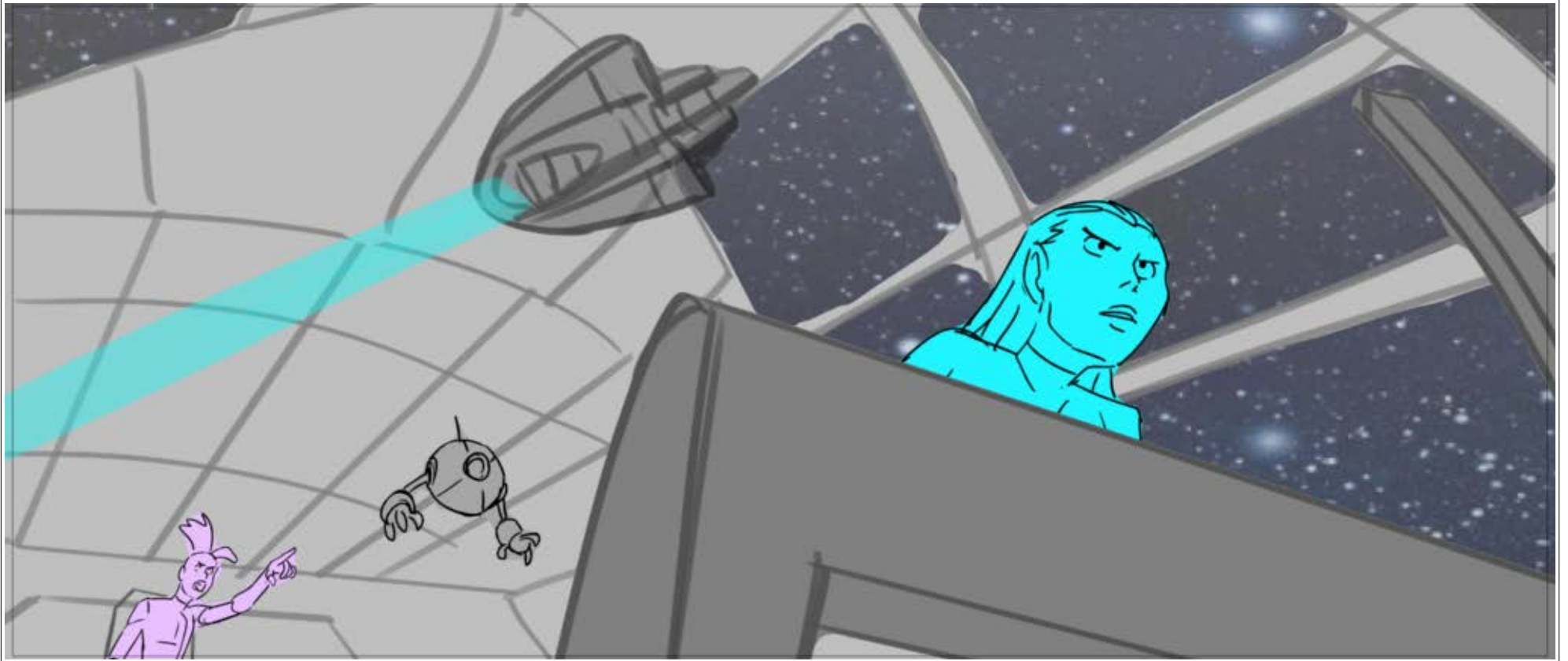


Dialog

GWYN

15 The Living Construct activates!

Scene	Duration	Panel	Duration
290	03:00	001A	01:00

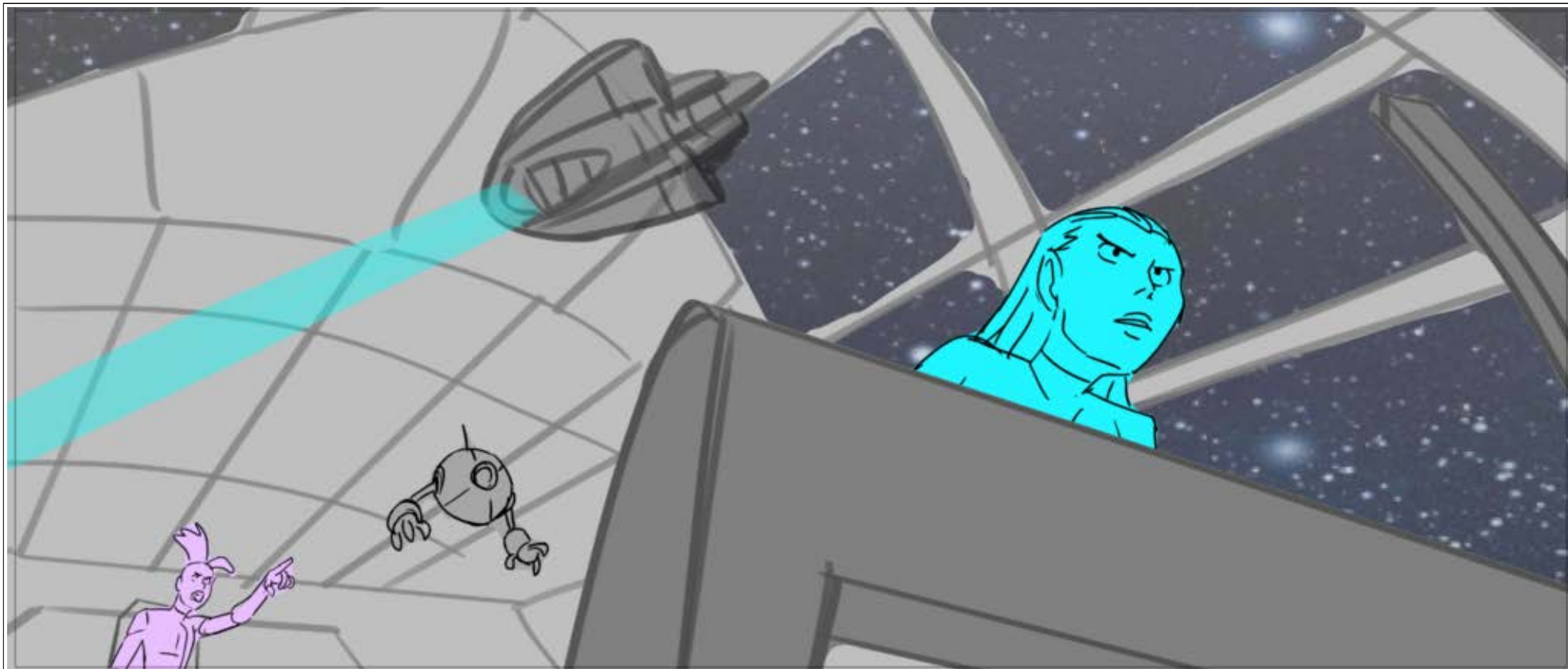


Dialog

DAL (panicked)

16 Then disable that beam!

Scene	Duration	Panel	Duration
290	03:00	001B	01:00

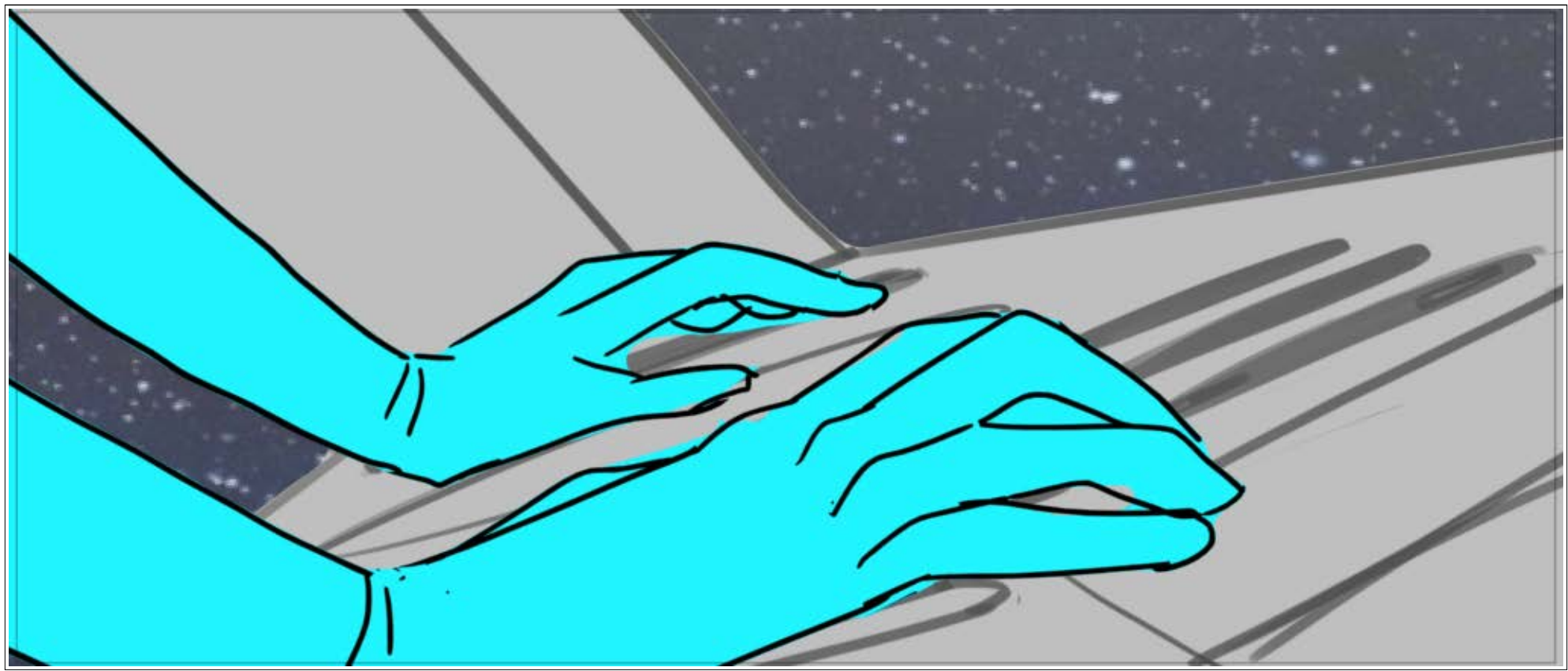


Dialog

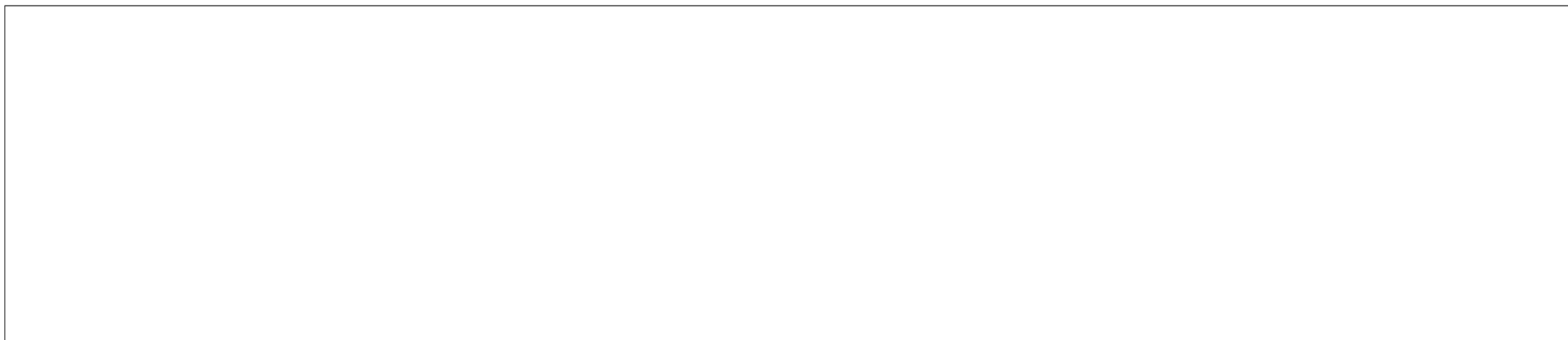
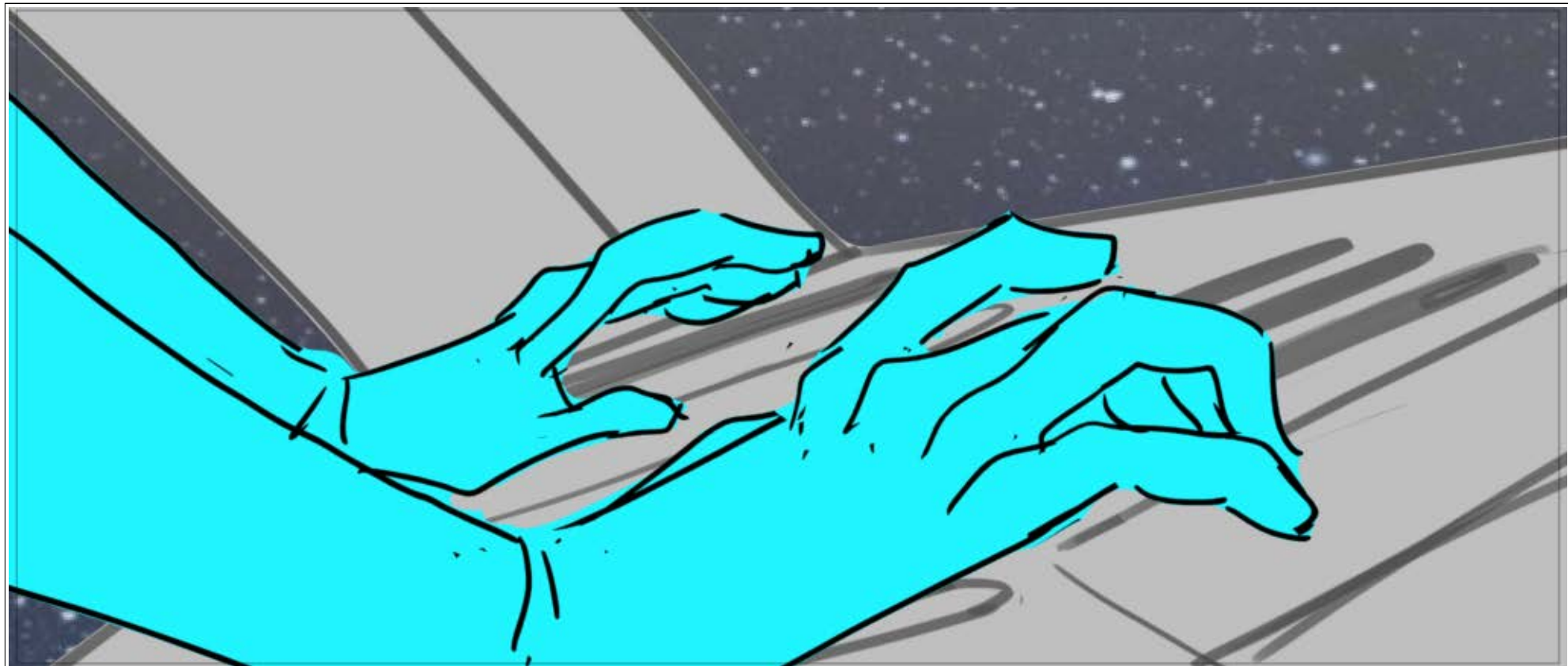
DAL (panicked)

16 Then disable that beam!

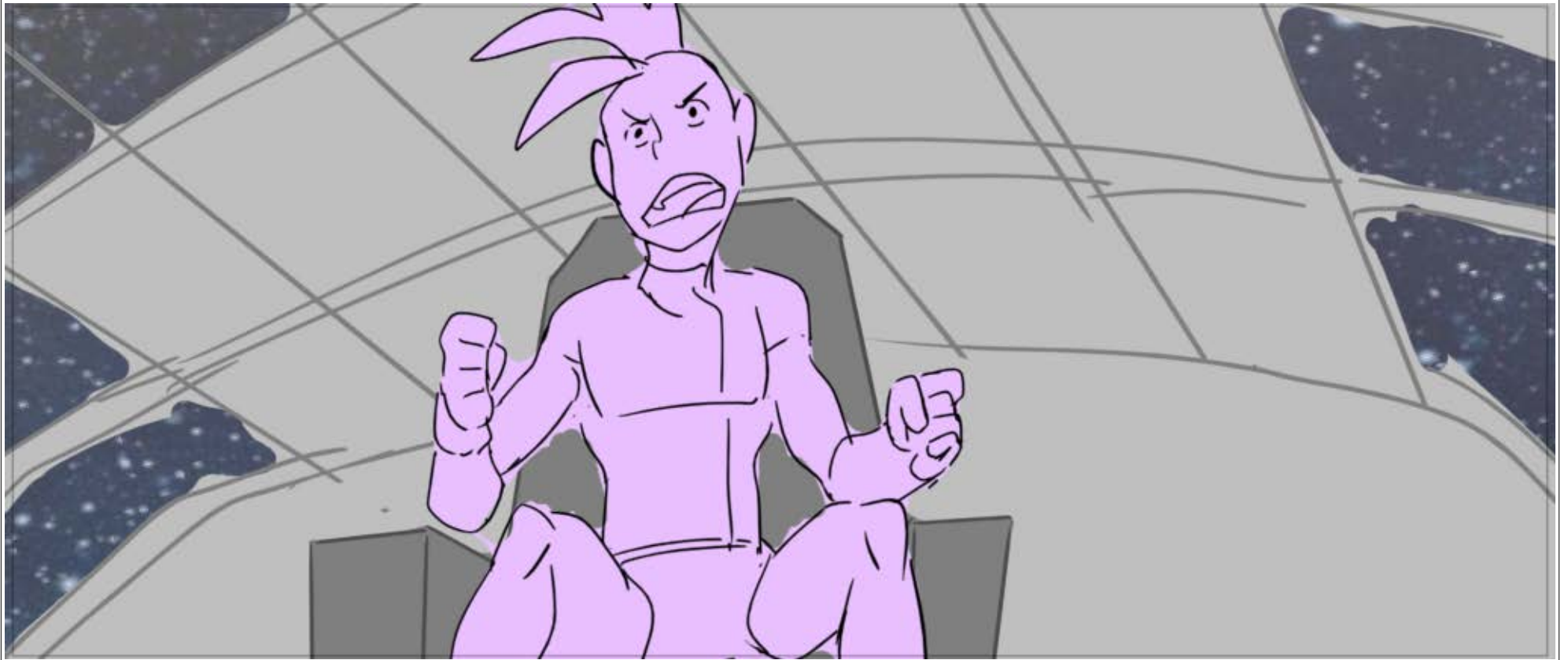
Scene	Duration	Panel	Duration
300	01:00	001	00:15



Scene	Duration	Panel	Duration
300	01:00	002	00:09



Scene	Duration	Panel	Duration
310	03:02	001A999	00:17



Dialog
OPEN FIRE!

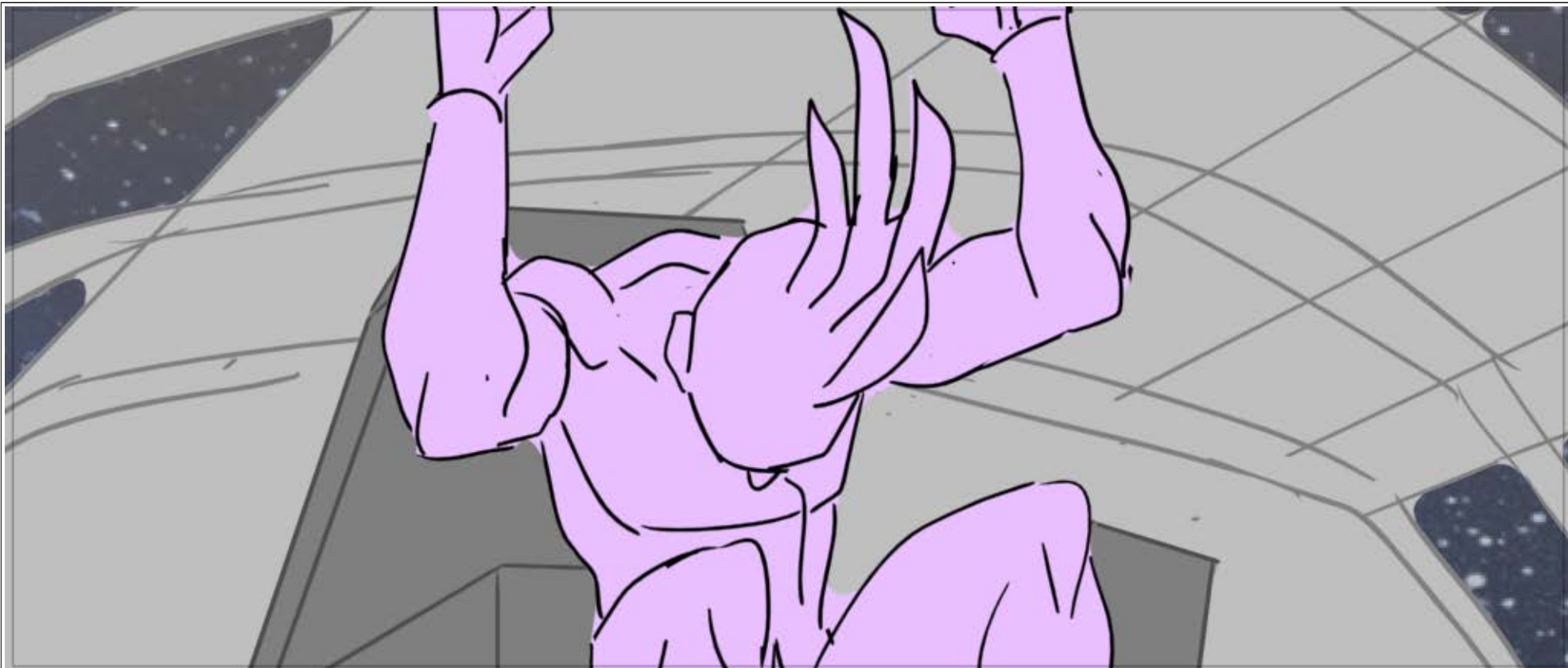
Scene	Duration	Panel	Duration
310	03:02	001A0	00:14



Dialog

OPEN FIRE!

Scene	Duration	Panel	Duration
310	03:02	001A1	00:13



Dialog
OPEN FIRE!

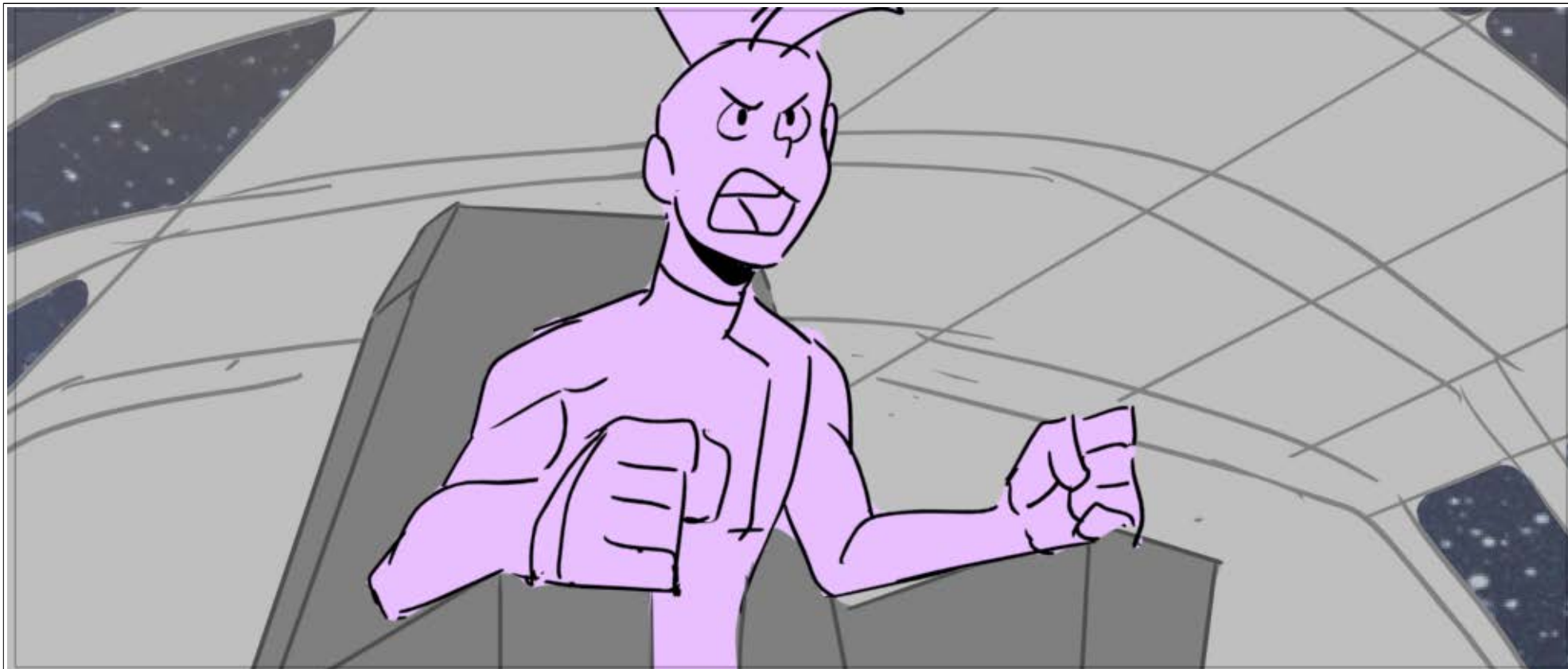
Scene	Duration	Panel	Duration
310	03:02	001A	00:17



Dialog

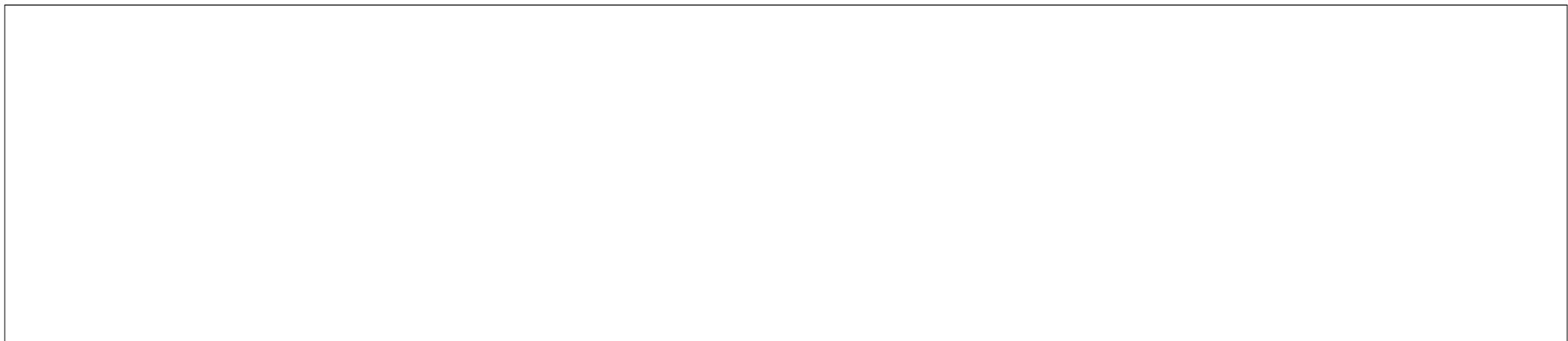
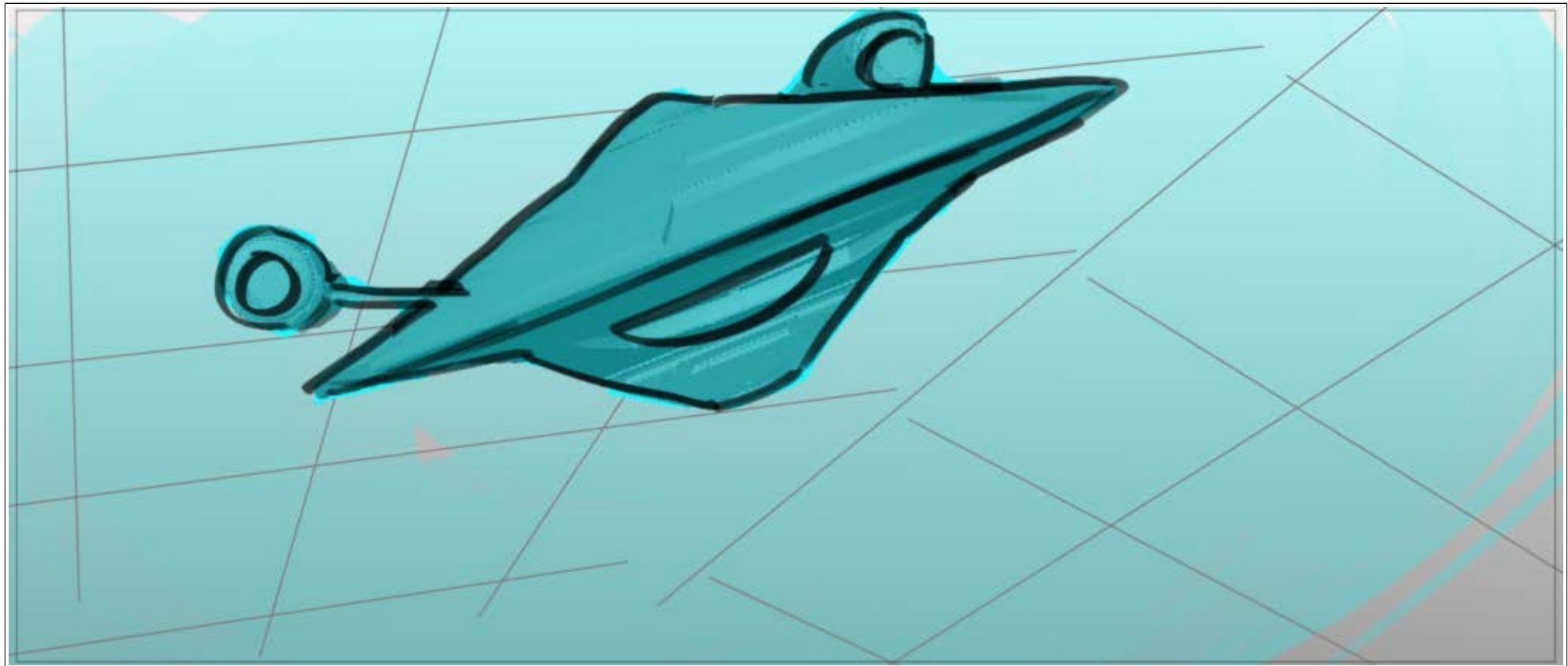
OPEN FIRE!

Scene	Duration	Panel	Duration
310	03:02	001B	00:13

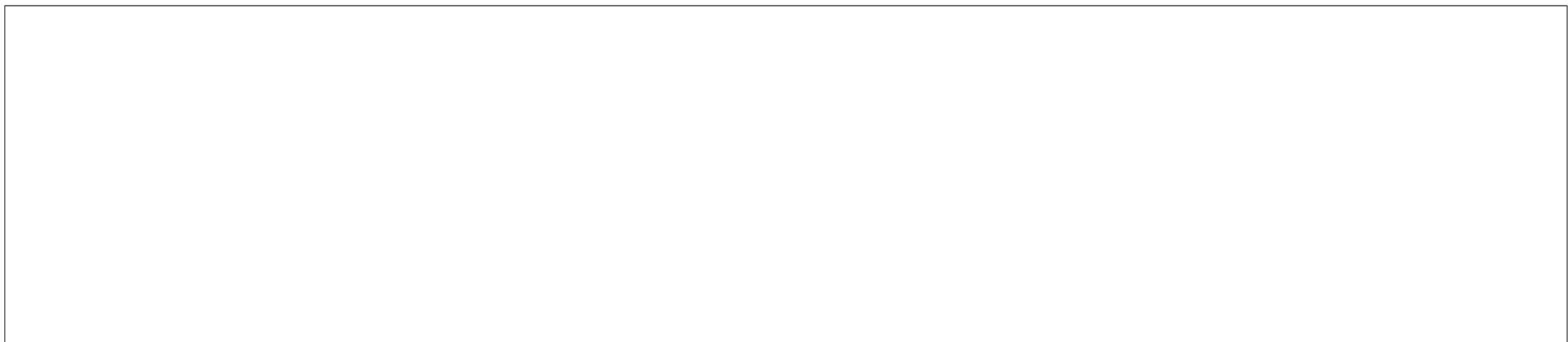
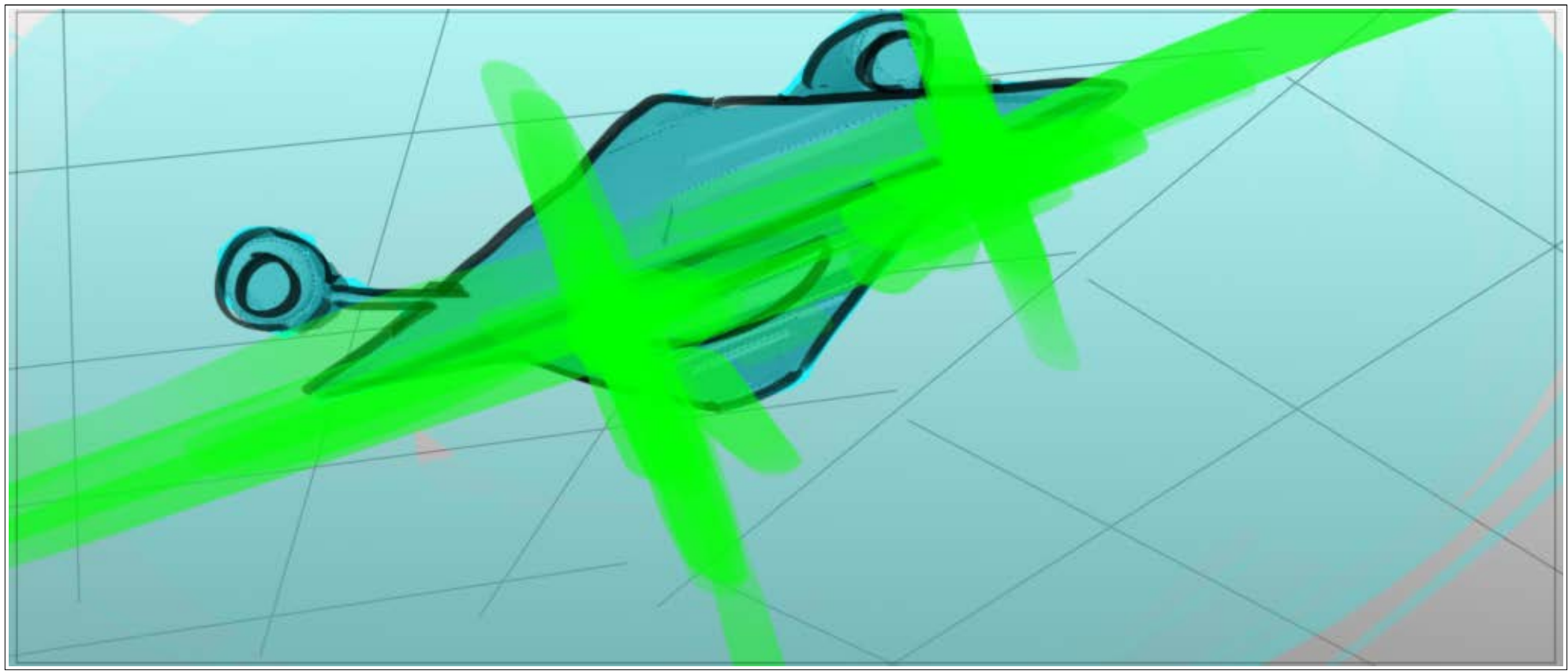


Dialog
OPEN FIRE!

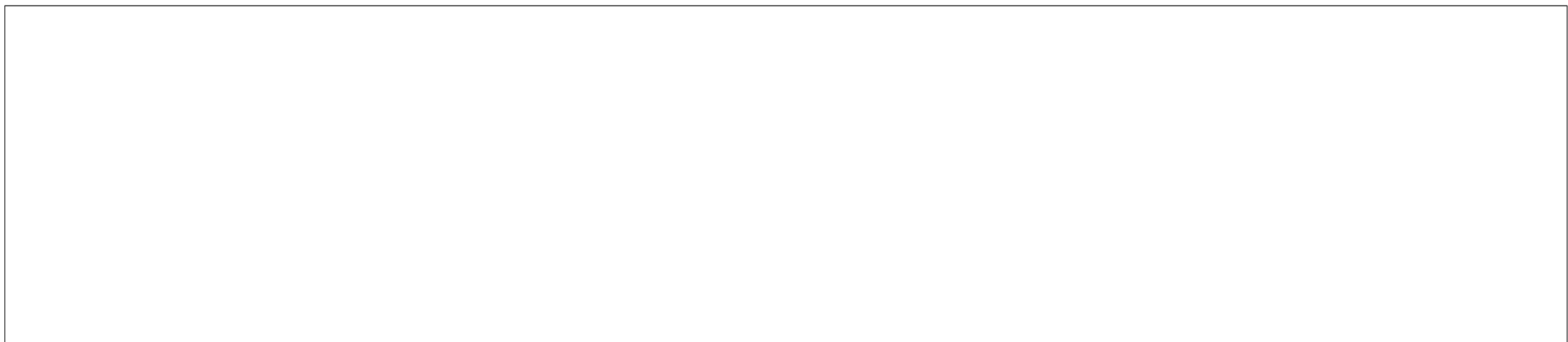
Scene	Duration	Panel	Duration
320	01:13	001	01:00



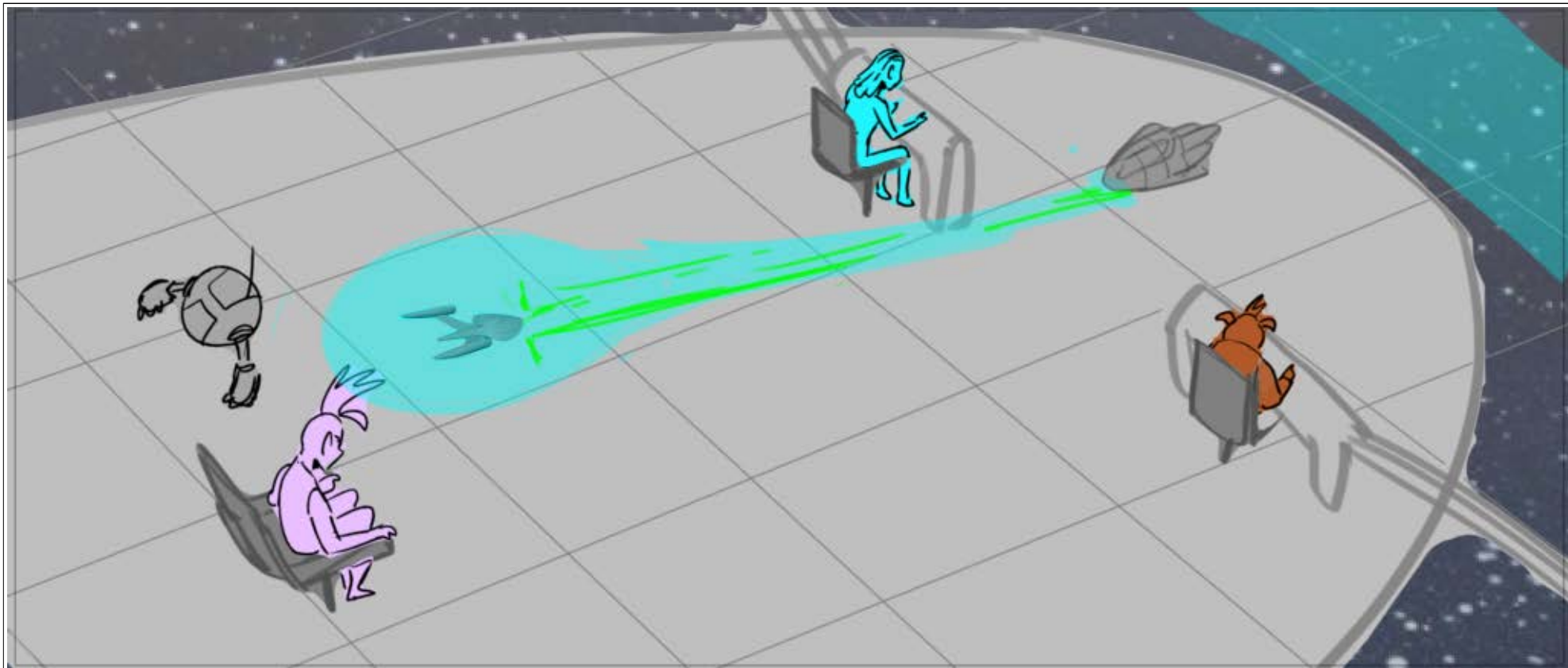
Scene	Duration	Panel	Duration
320	01:13	001A	00:08



Scene	Duration	Panel	Duration
320	01:13	001B	00:05



Scene	Duration	Panel	Duration
325	00:16	001A	00:04

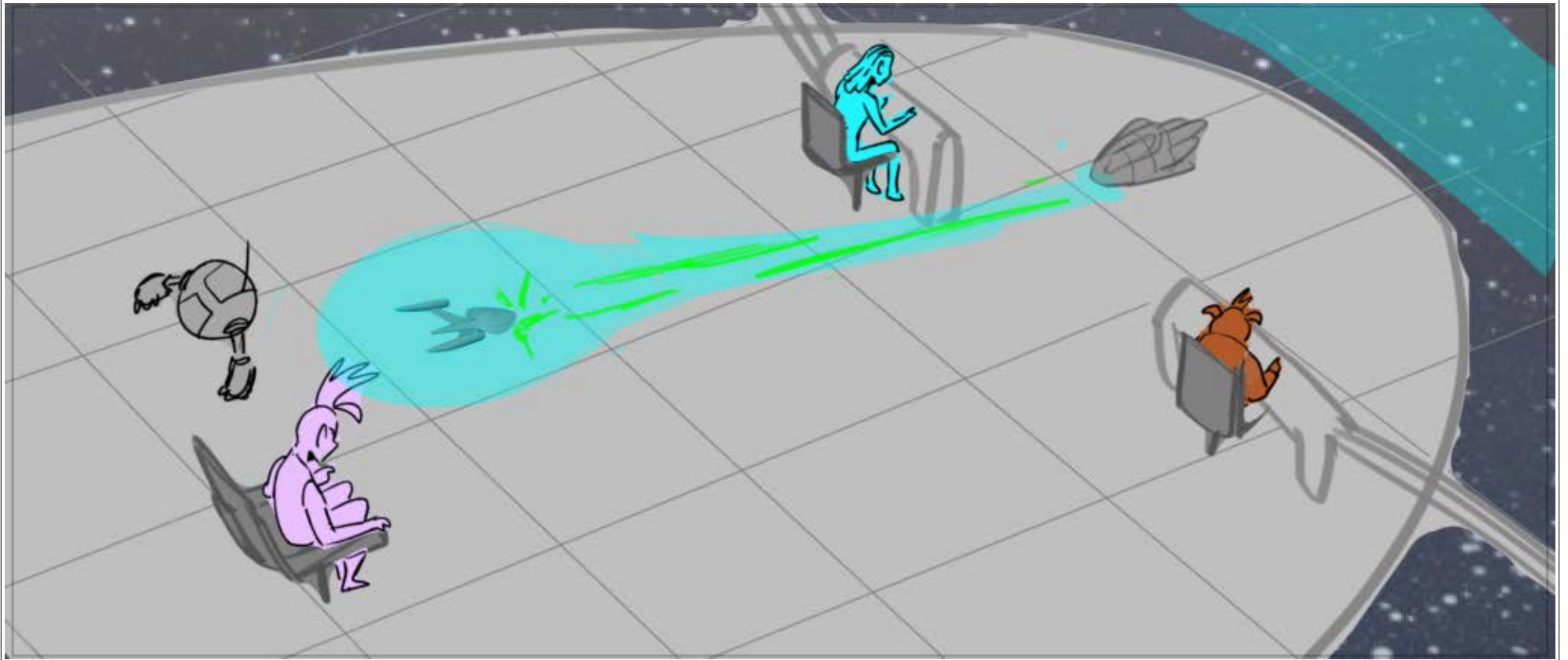


Dialog

GWYN

15 If they take our ship, The Living Construct activates!

Scene	Duration	Panel	Duration
325	00:16	001B	00:06

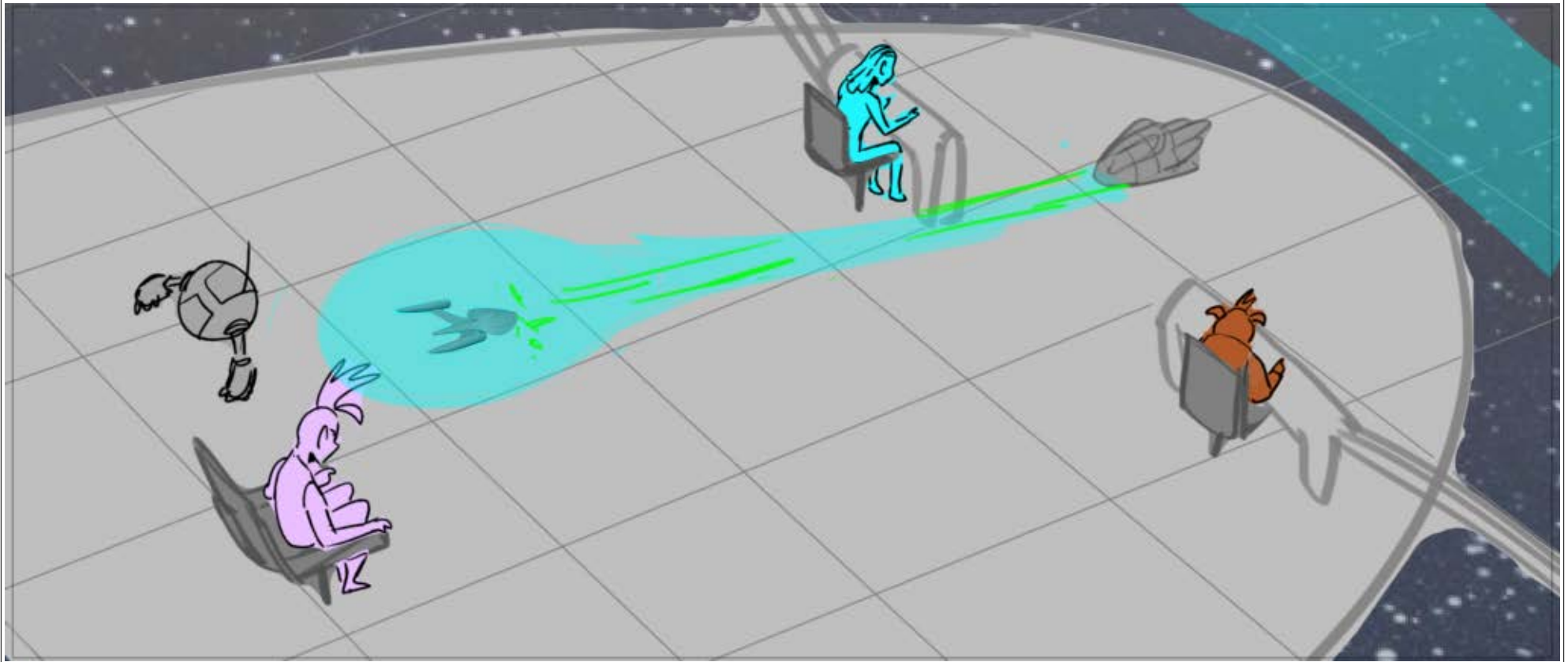


Dialog

GWYN

15 If they take our ship, The Living Construct activates!

Scene	Duration	Panel	Duration
325	00:16	001C	00:06

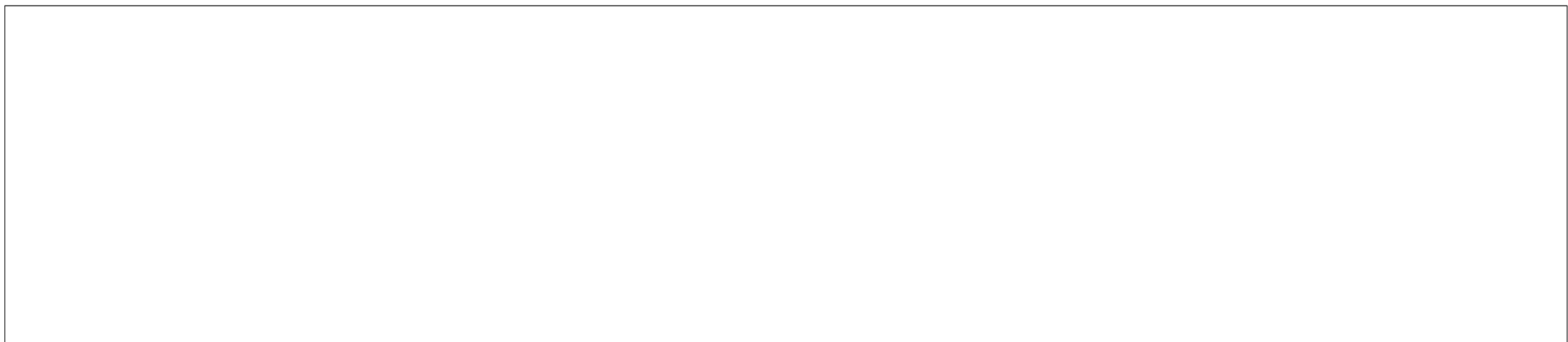
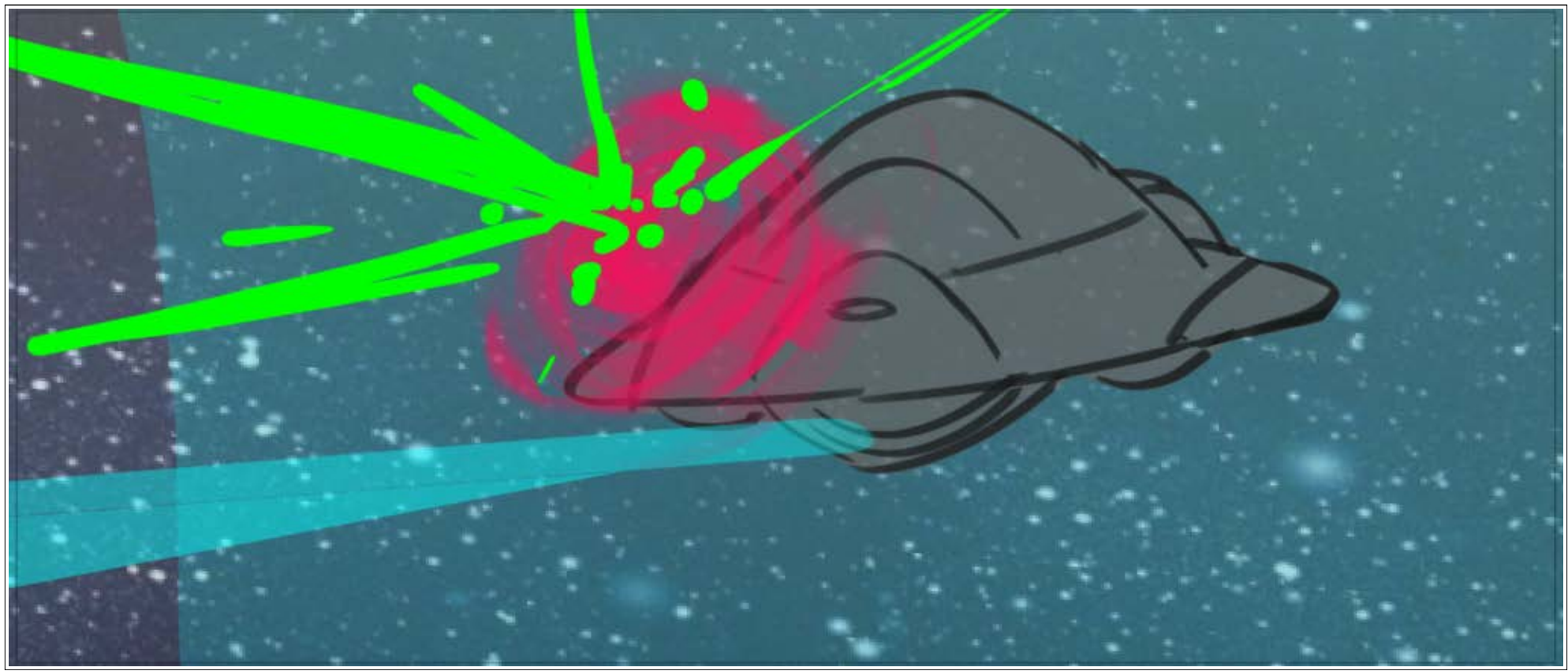


Dialog

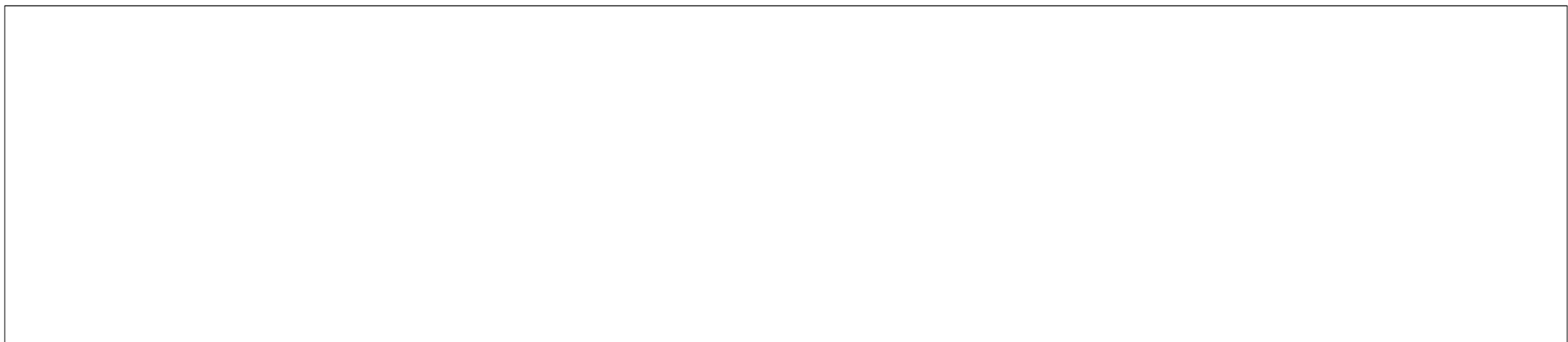
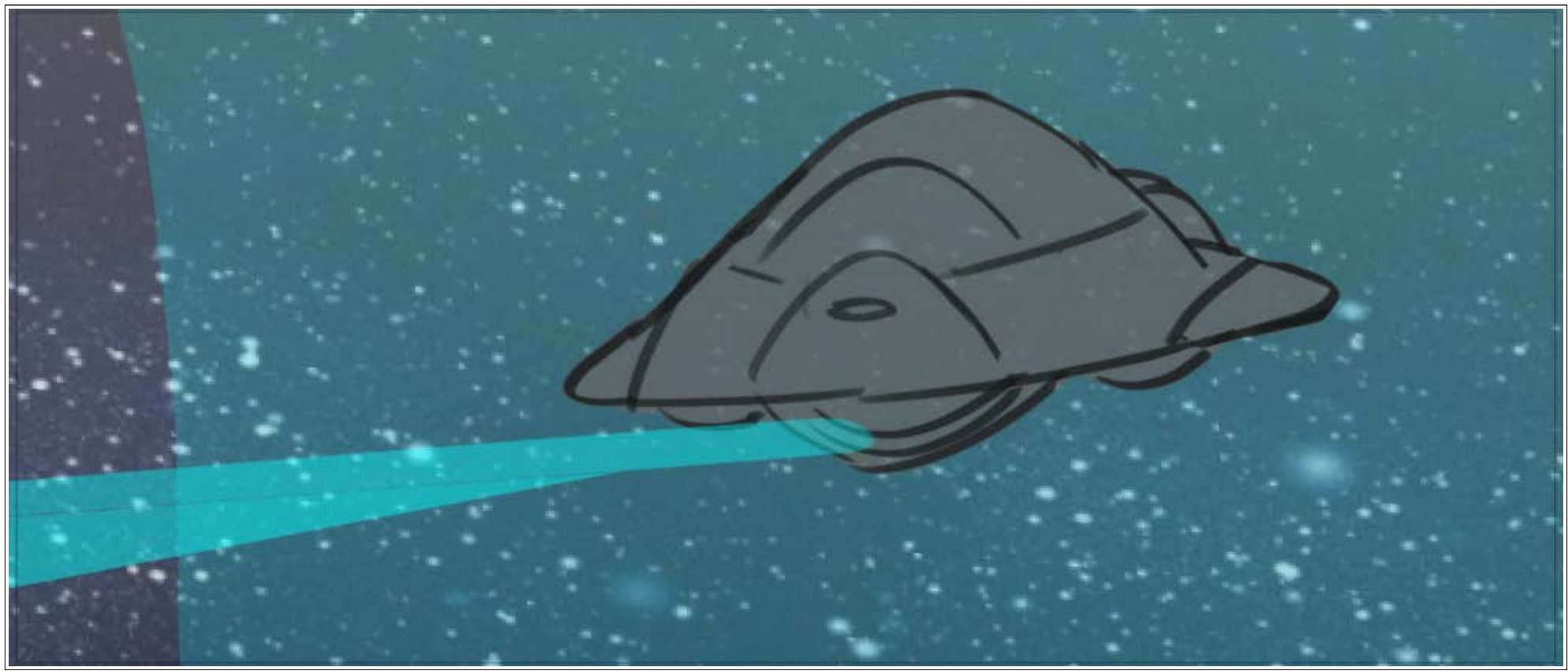
GWYN

15 If they take our ship, The Living Construct activates!

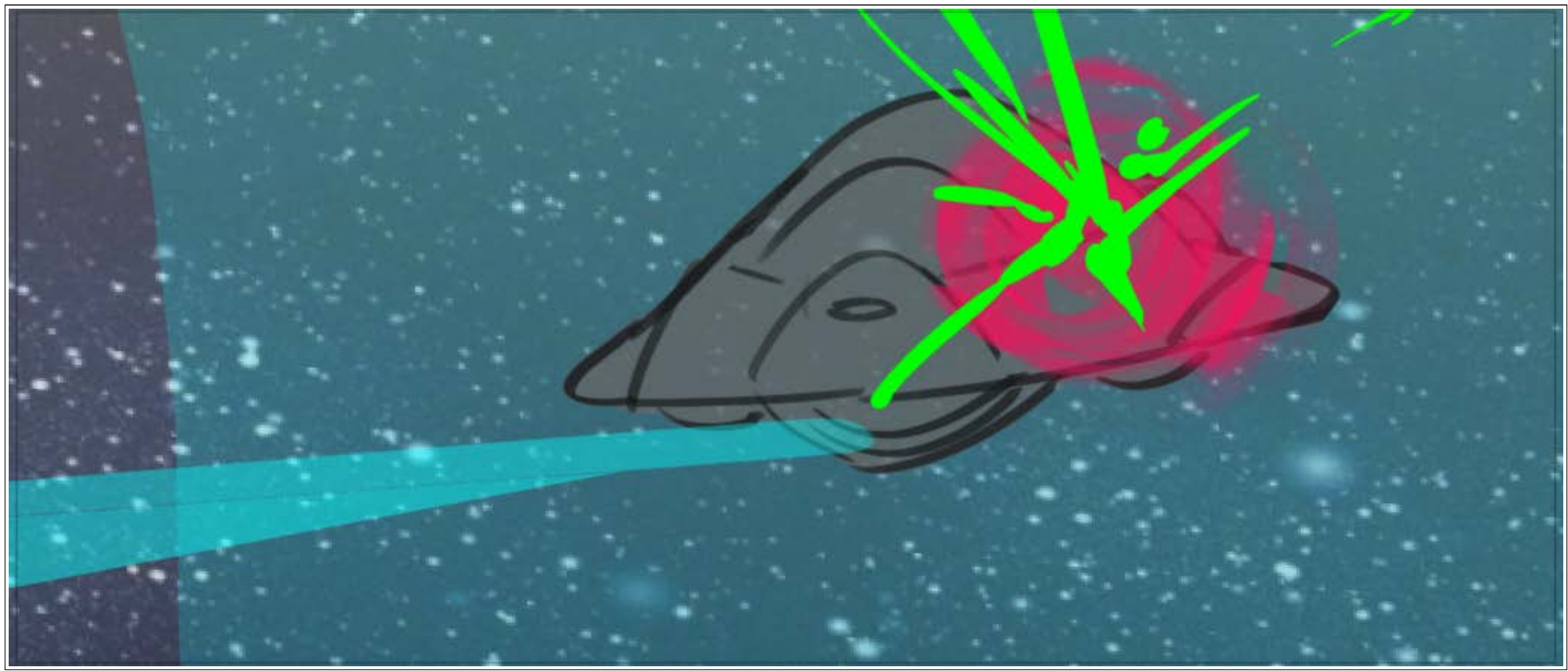
Scene	Duration	Panel	Duration
330	03:21	001	00:05



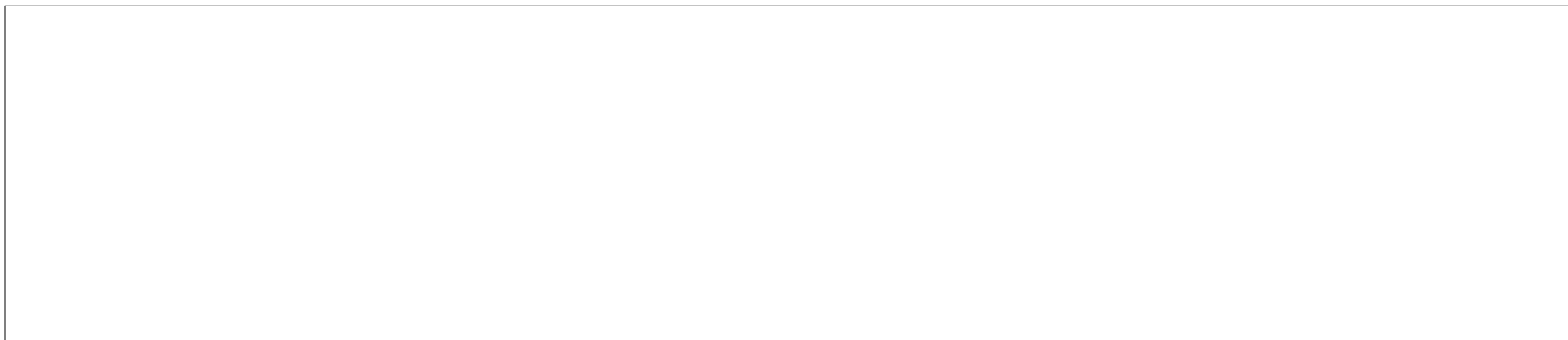
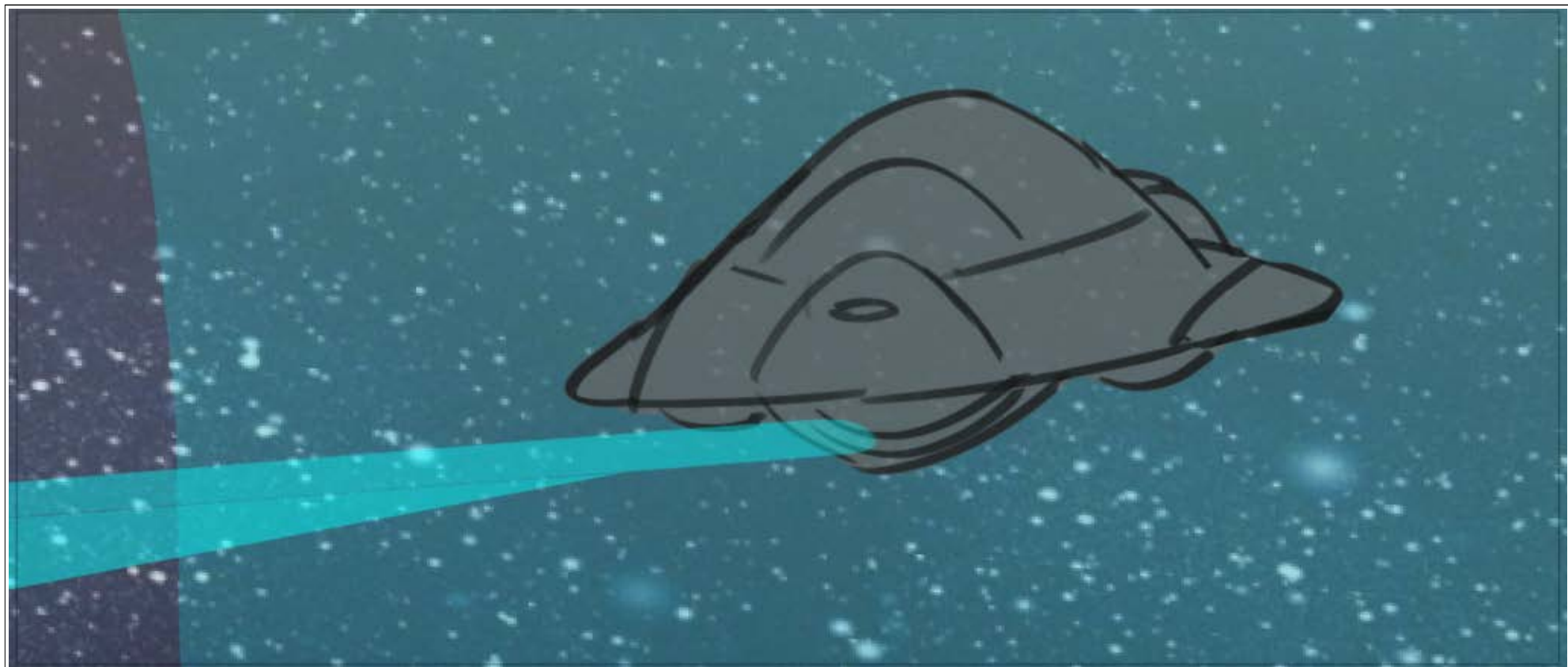
Scene	Duration	Panel	Duration
330	03:21	001A998	00:05



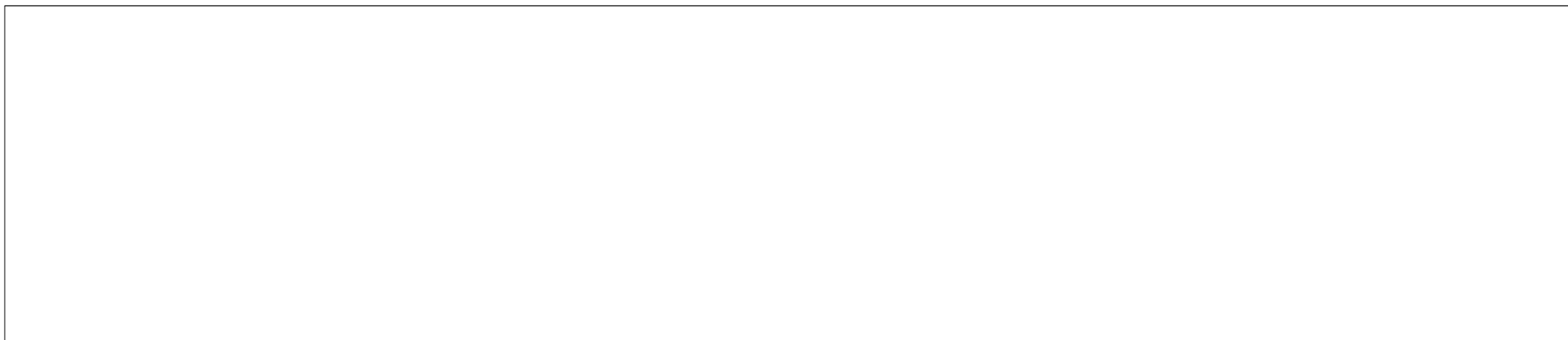
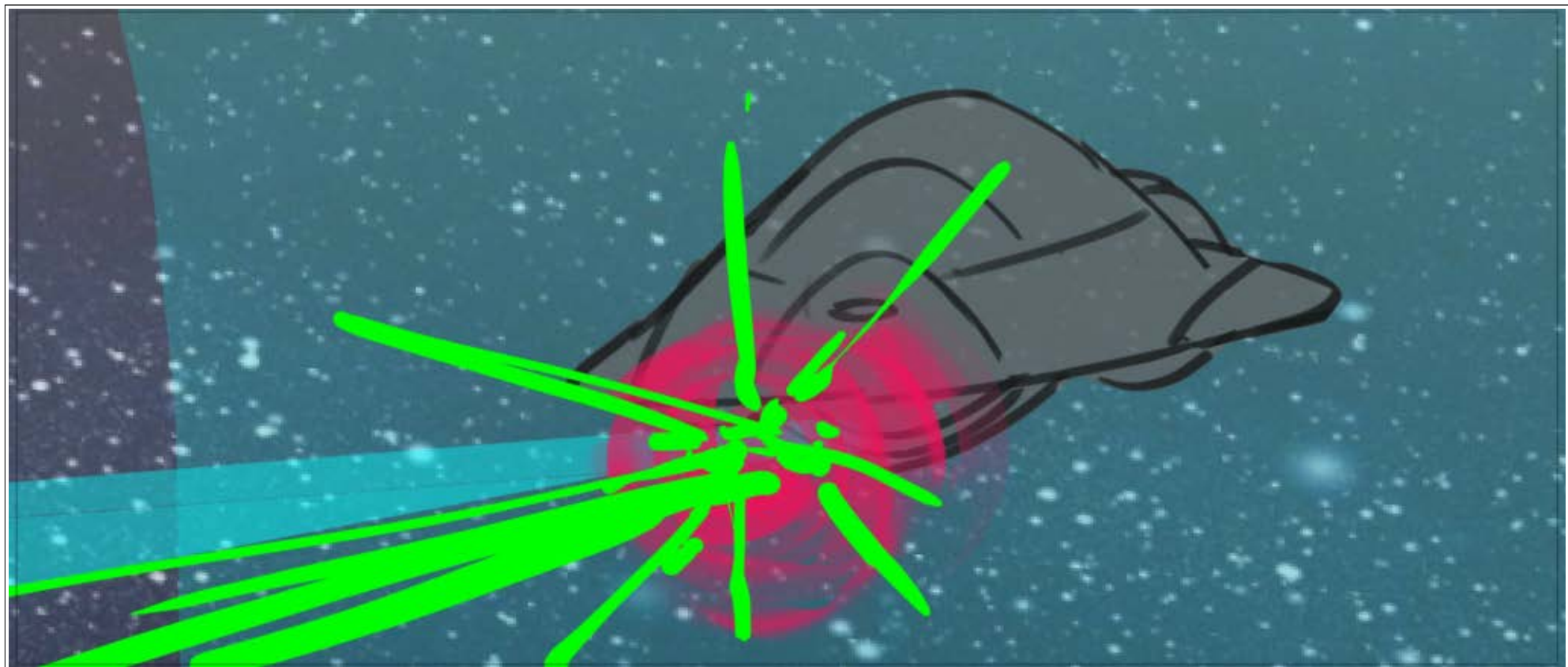
Scene	Duration	Panel	Duration
330	03:21	001A0	00:06



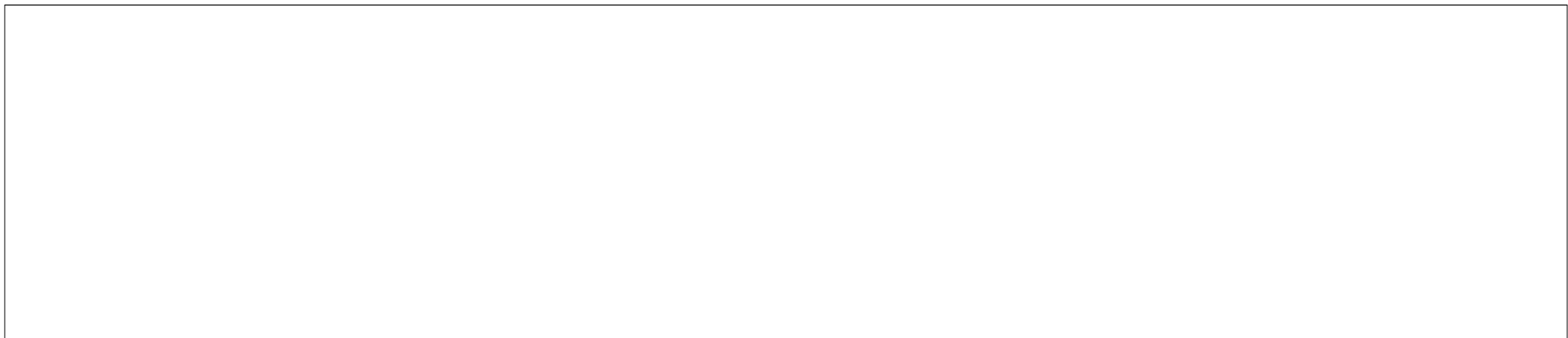
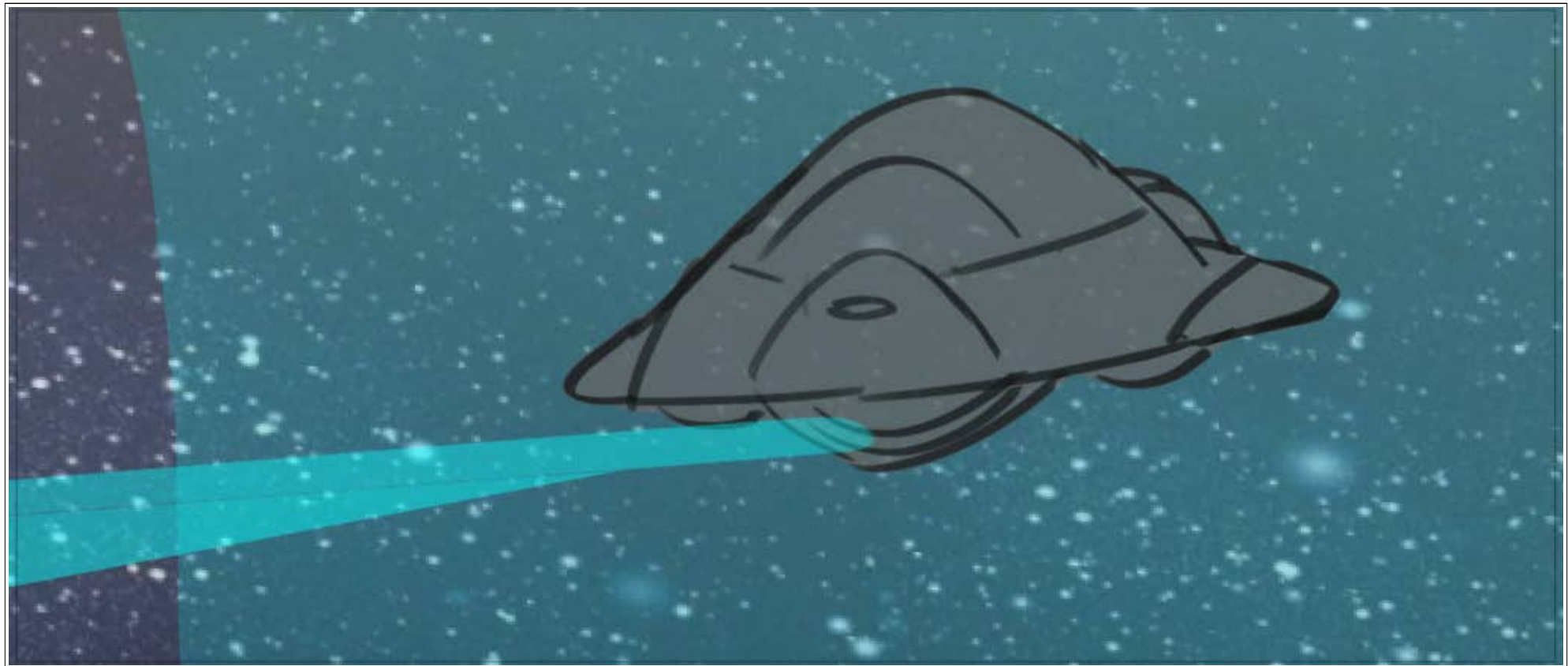
Scene	Duration	Panel	Duration
330	03:21	001B002	00:05



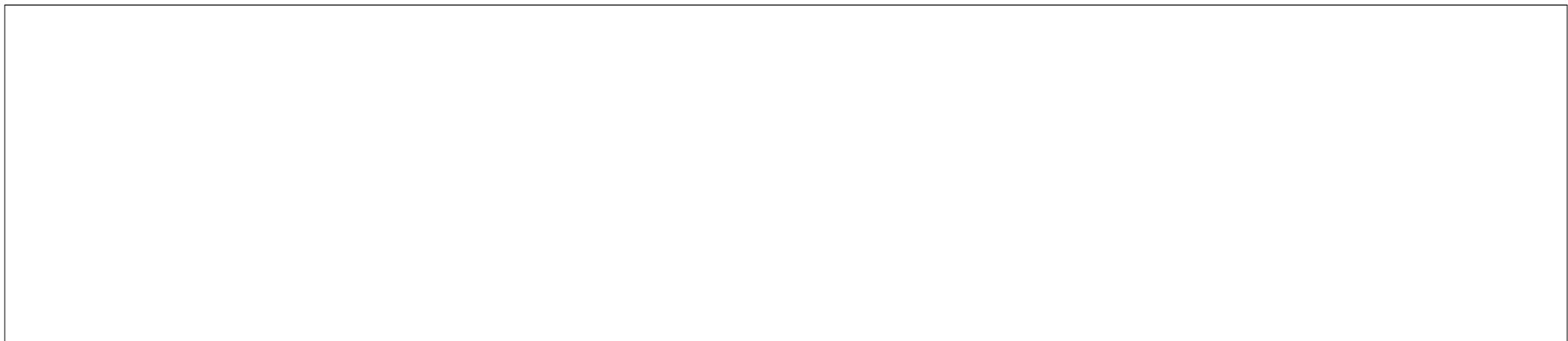
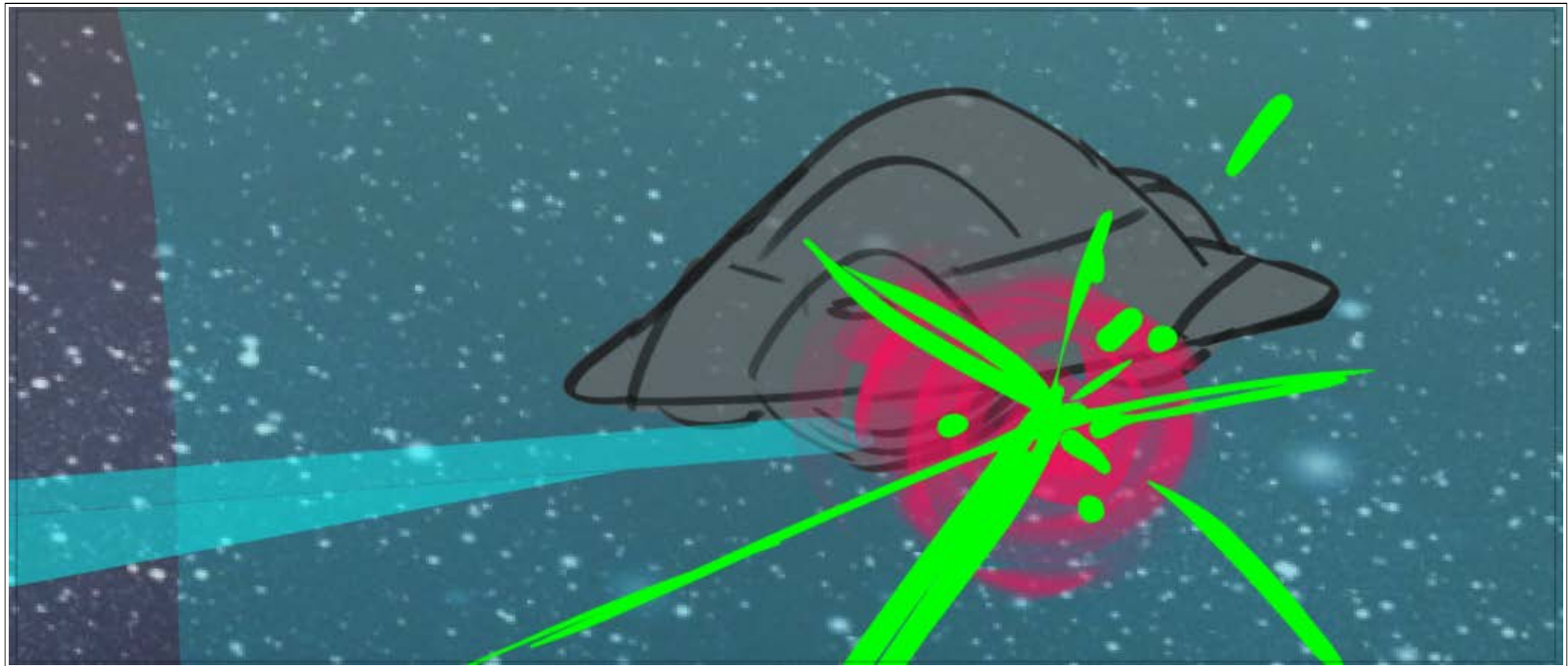
Scene	Duration	Panel	Duration
330	03:21	001A1	00:04



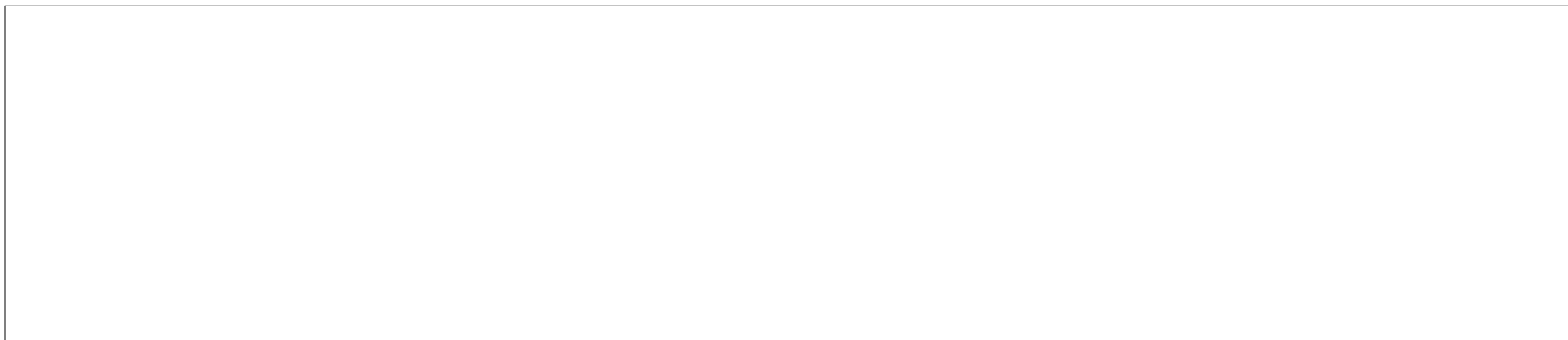
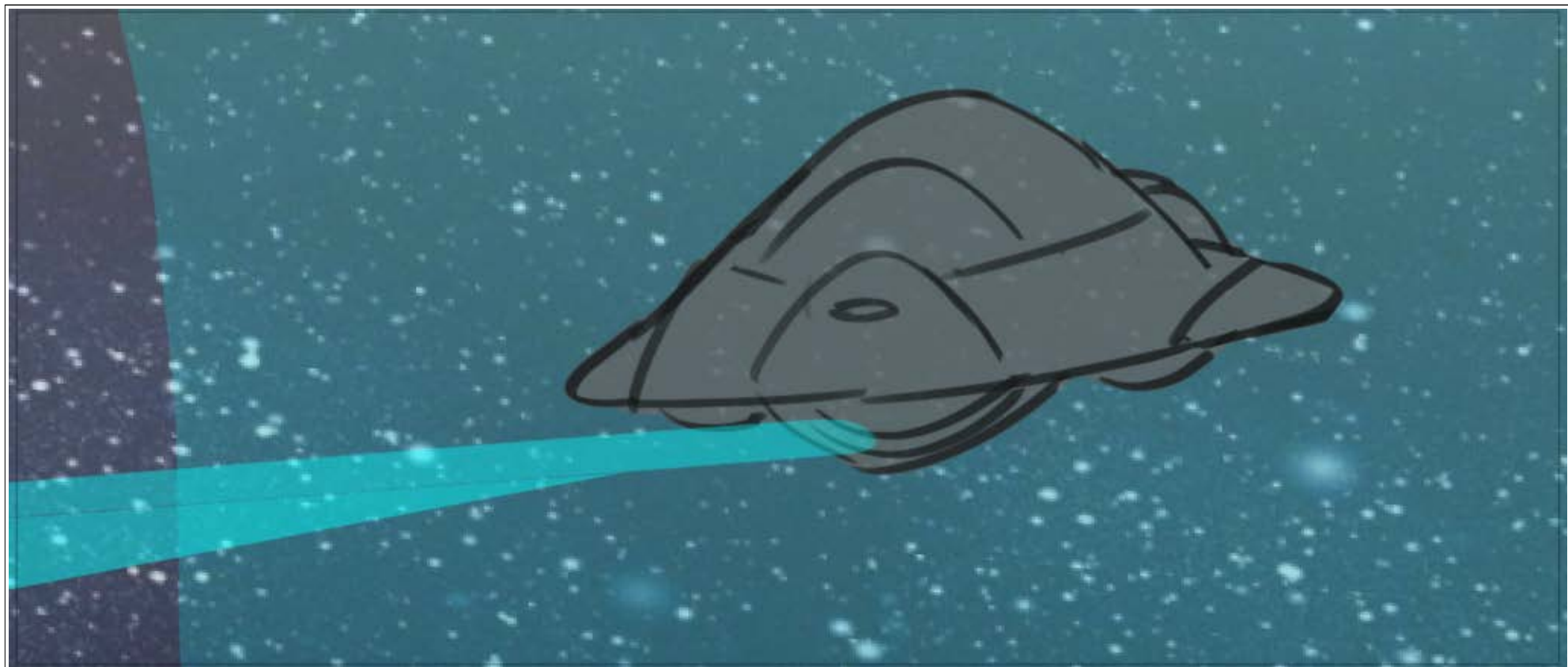
Scene	Duration	Panel	Duration
330	03:21	001B003	00:05



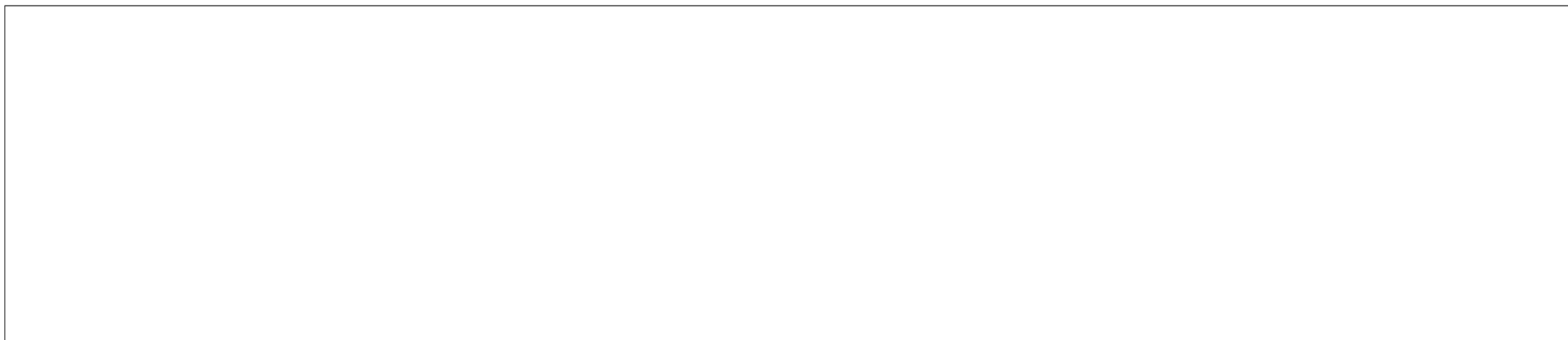
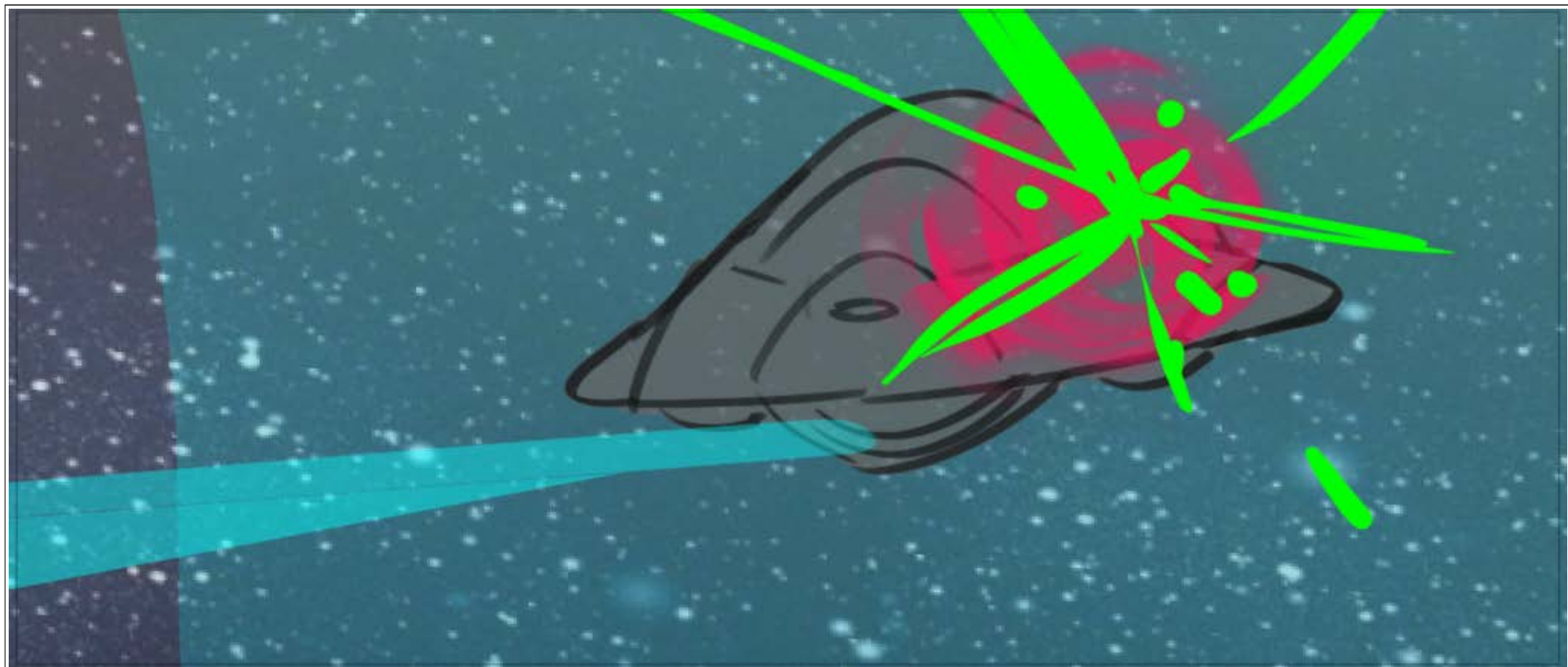
Scene	Duration	Panel	Duration
330	03:21	001A2	00:05



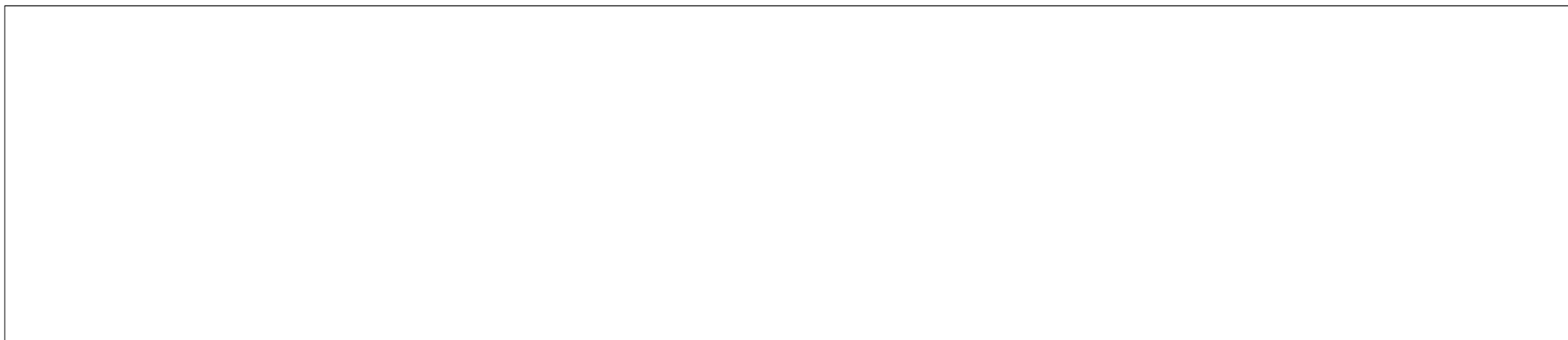
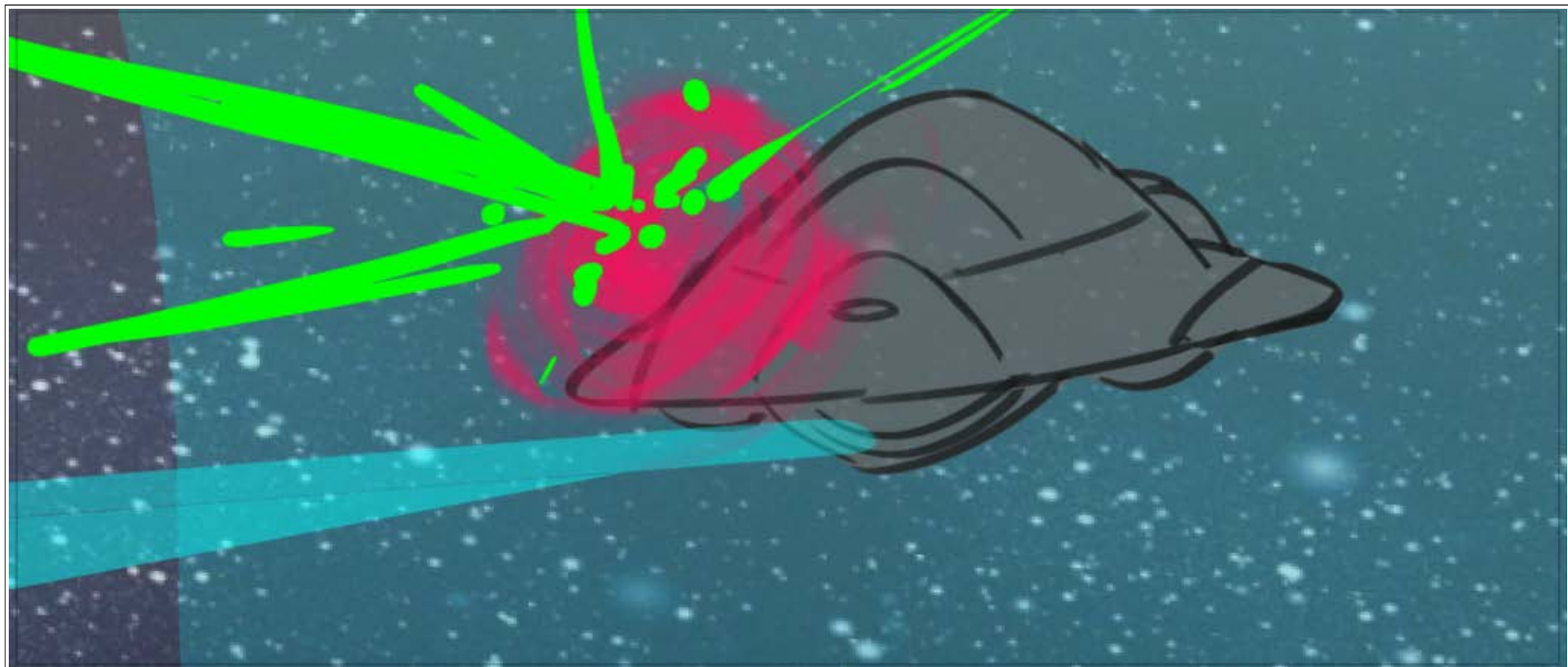
Scene	Duration	Panel	Duration
330	03:21	001B004	00:05



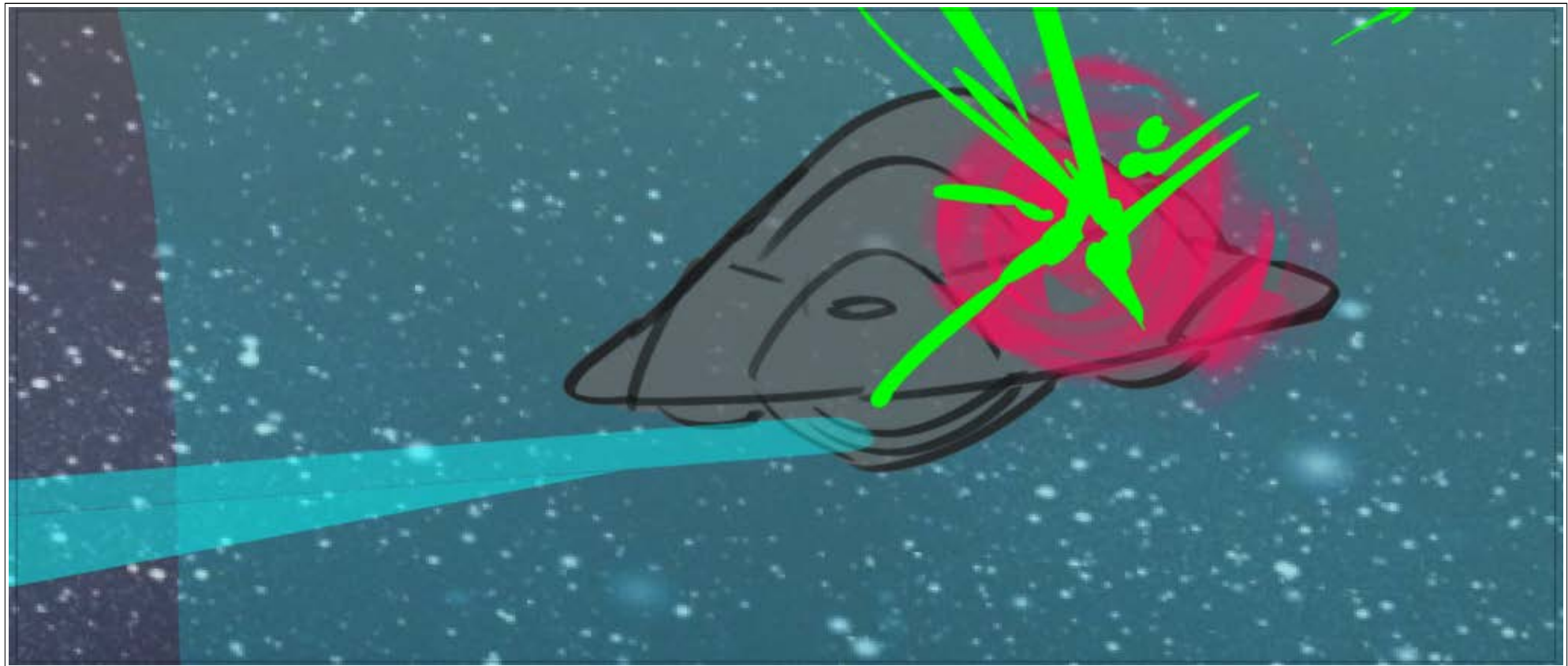
Scene	Duration	Panel	Duration
330	03:21	001A3	00:06



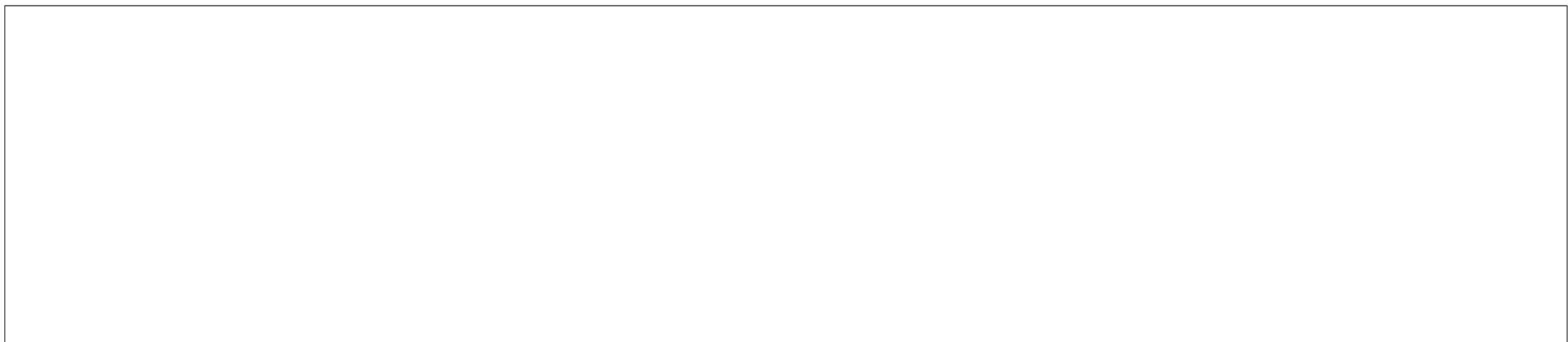
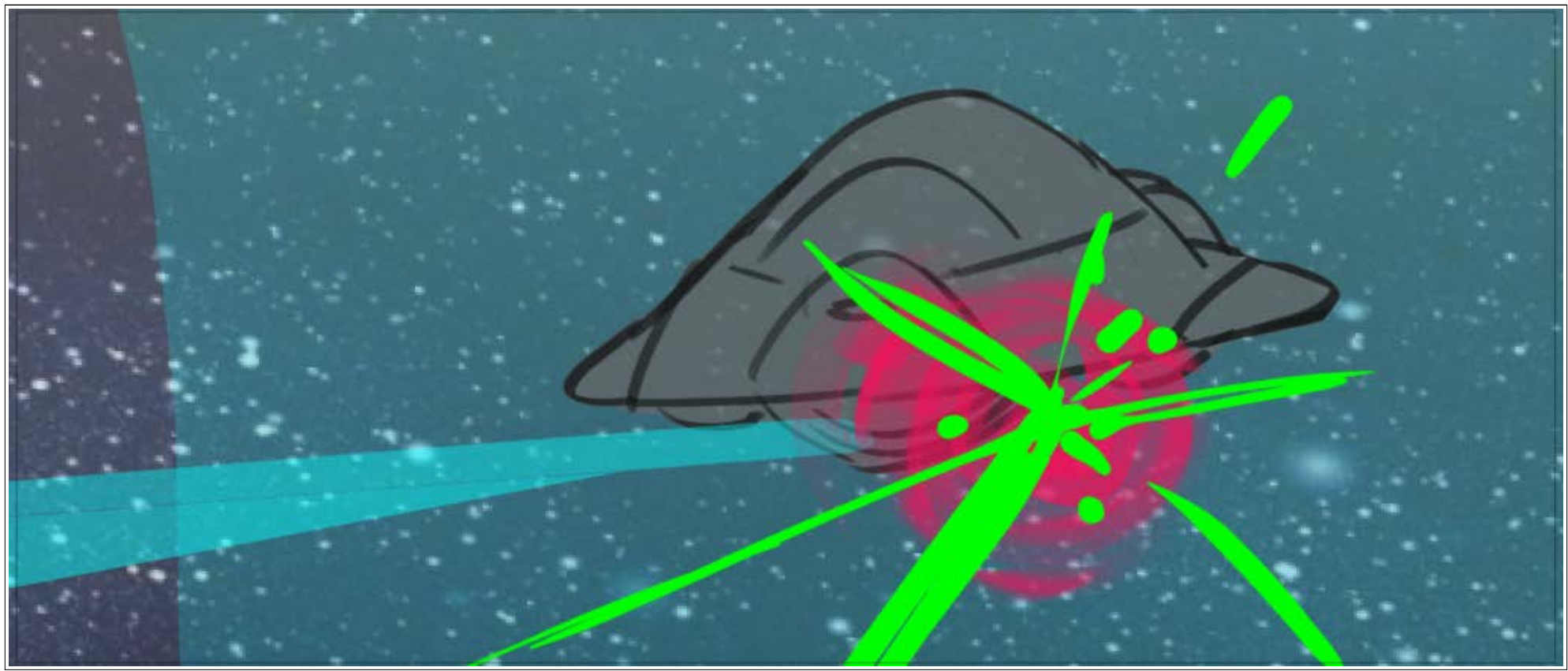
Scene	Duration	Panel	Duration
330	03:21	001A999	00:05



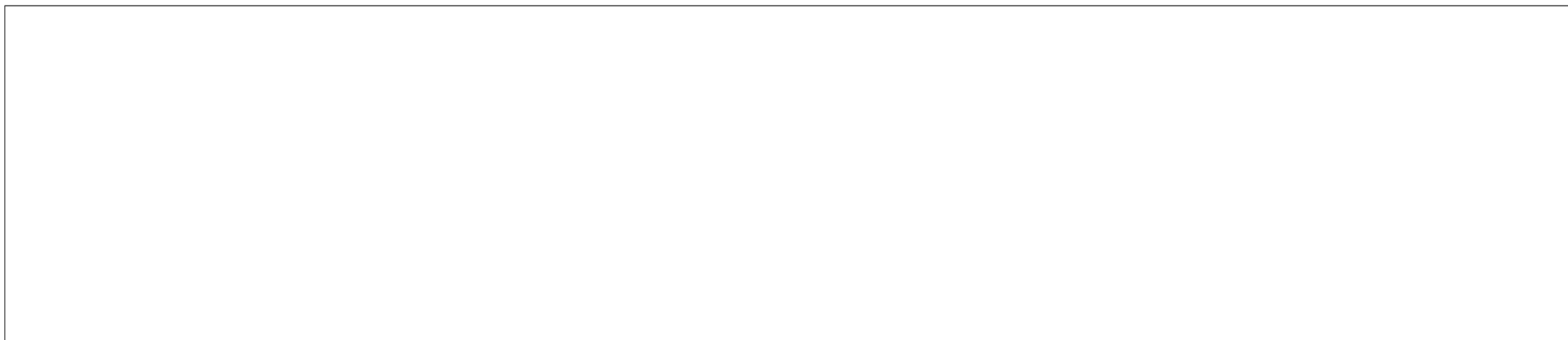
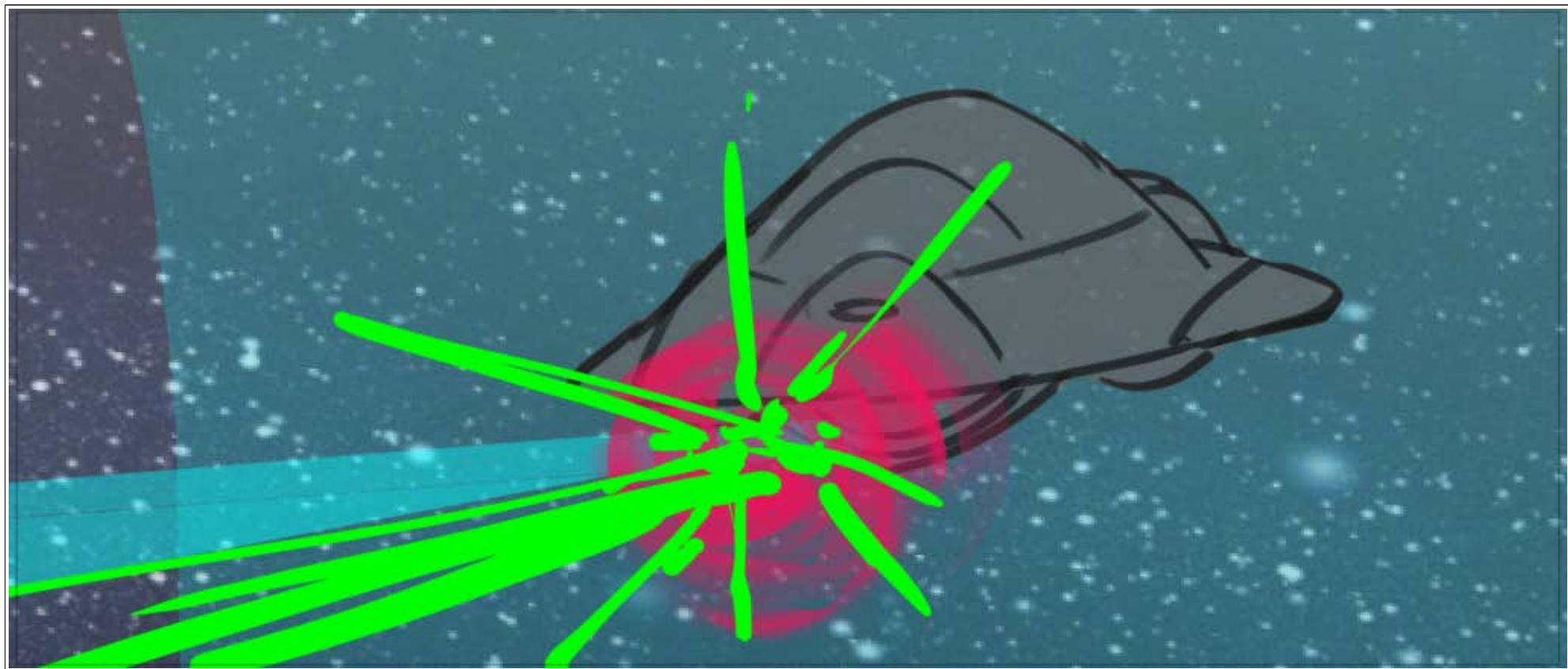
Scene	Duration	Panel	Duration
330	03:21	001A4	00:04



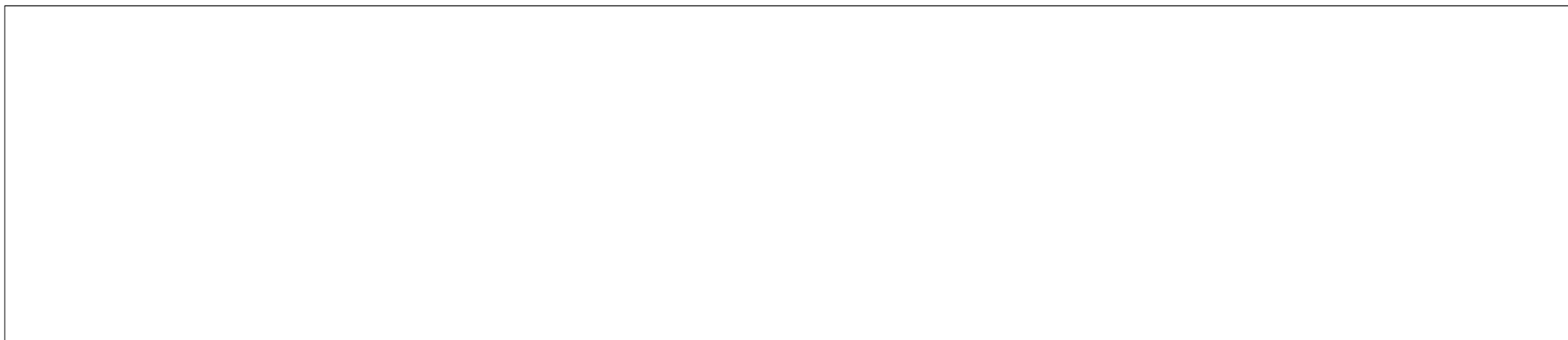
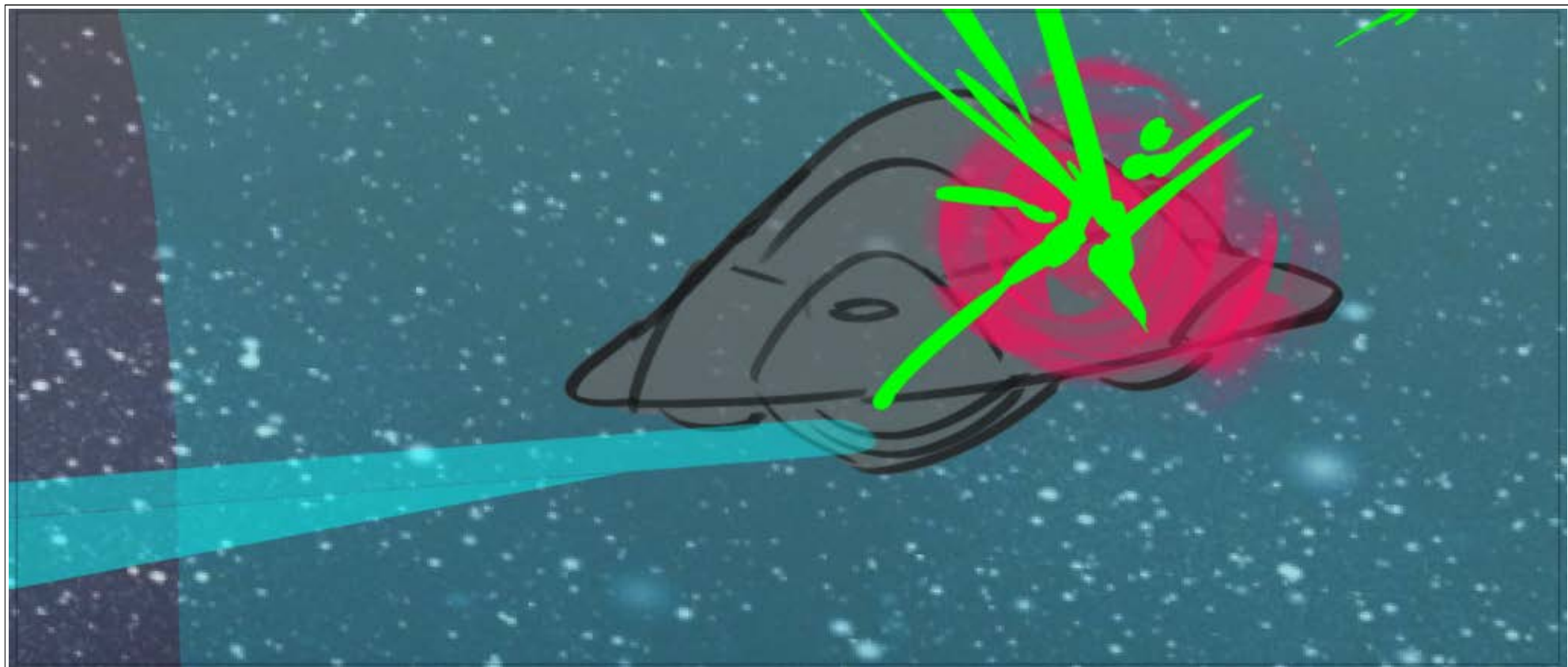
Scene	Duration	Panel	Duration
330	03:21	001A6	00:04



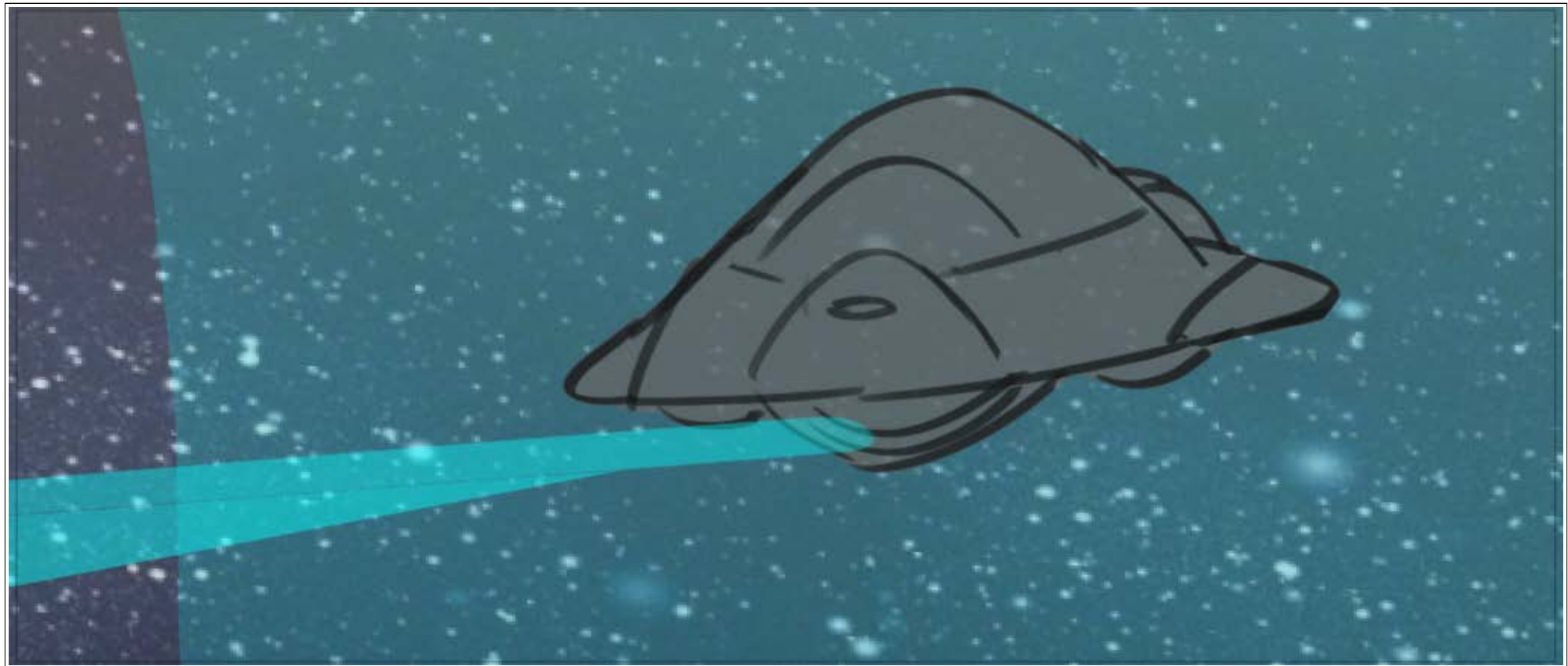
Scene	Duration	Panel	Duration
330	03:21	001A5	00:05



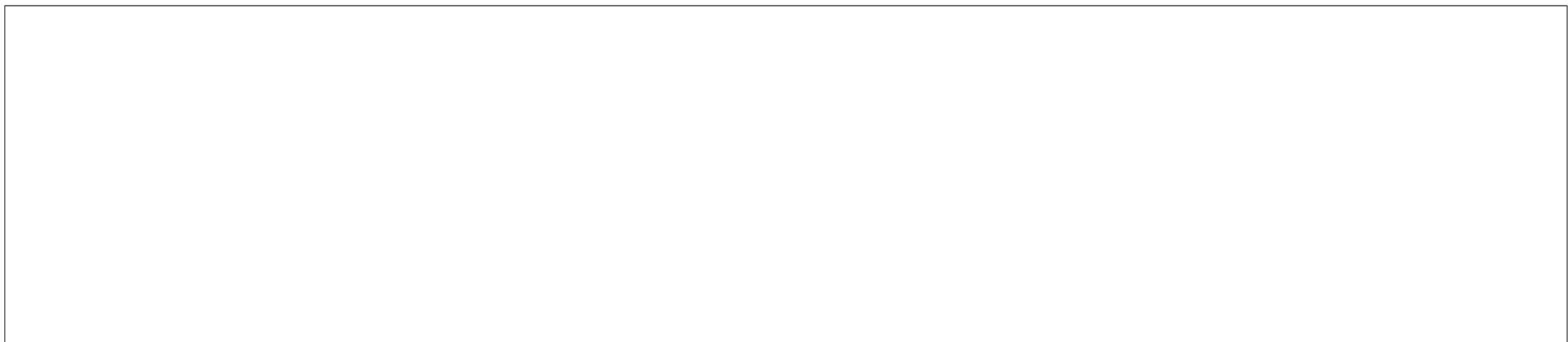
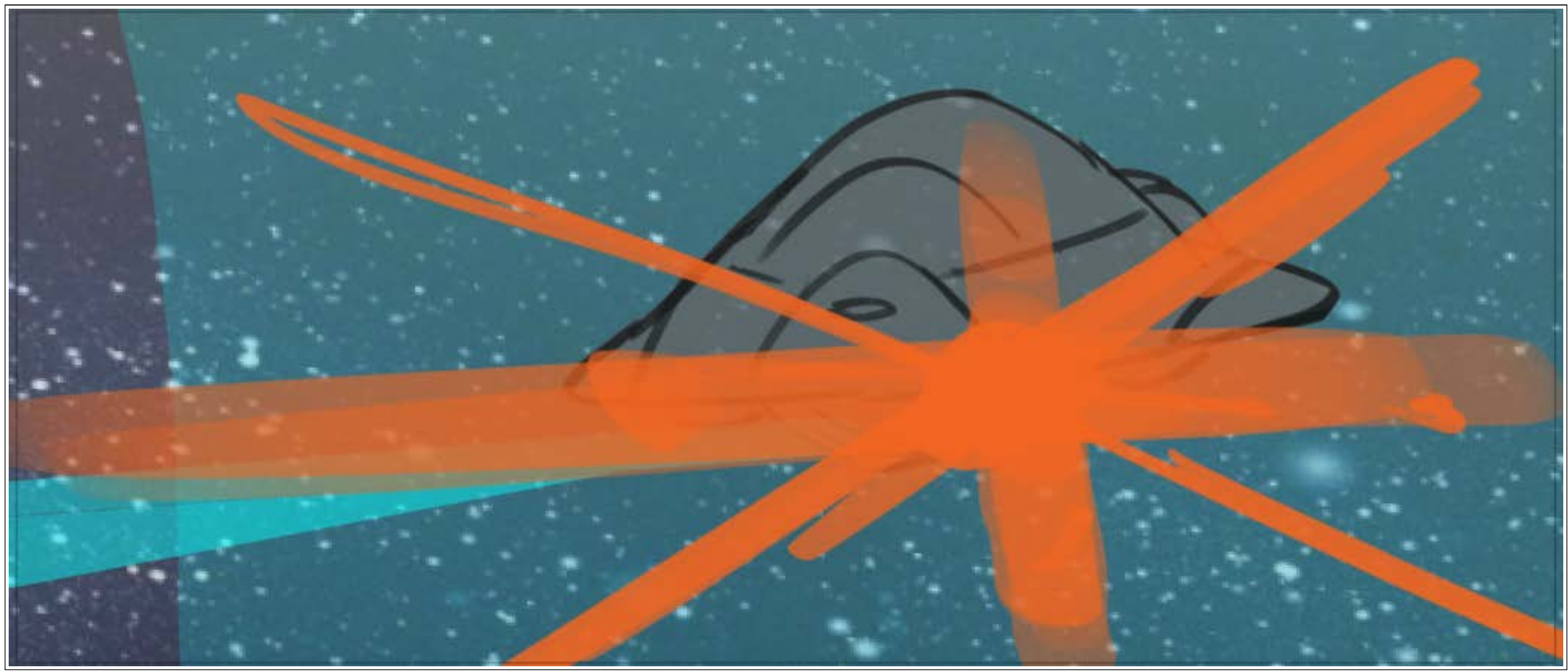
Scene	Duration	Panel	Duration
330	03:21	001A7	00:05



Scene	Duration	Panel	Duration
330	03:21	001B005	00:10



Scene	Duration	Panel	Duration
330	03:21	001B	00:14



Scene	Duration	Panel	Duration
340	01:00	001	01:00

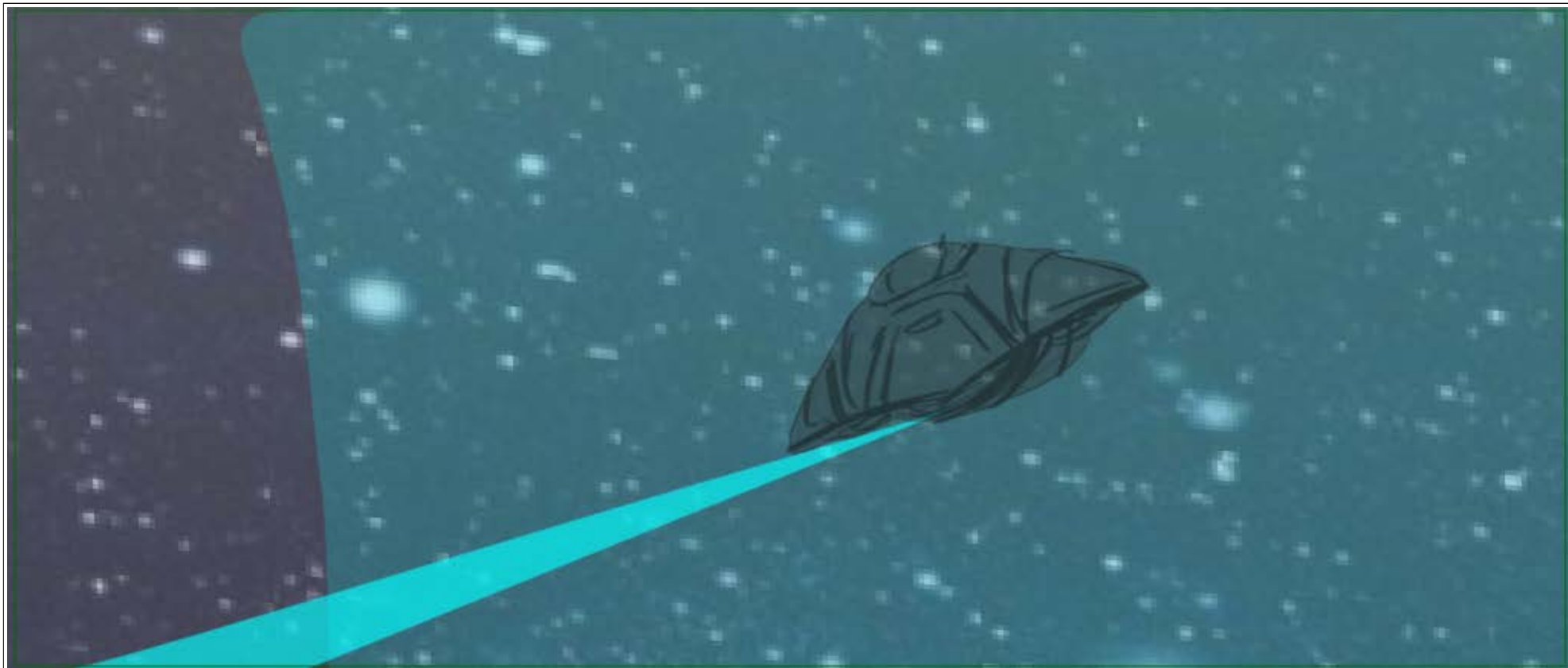


Dialog

JANKOM POG

17 Uh, they didn't like that.

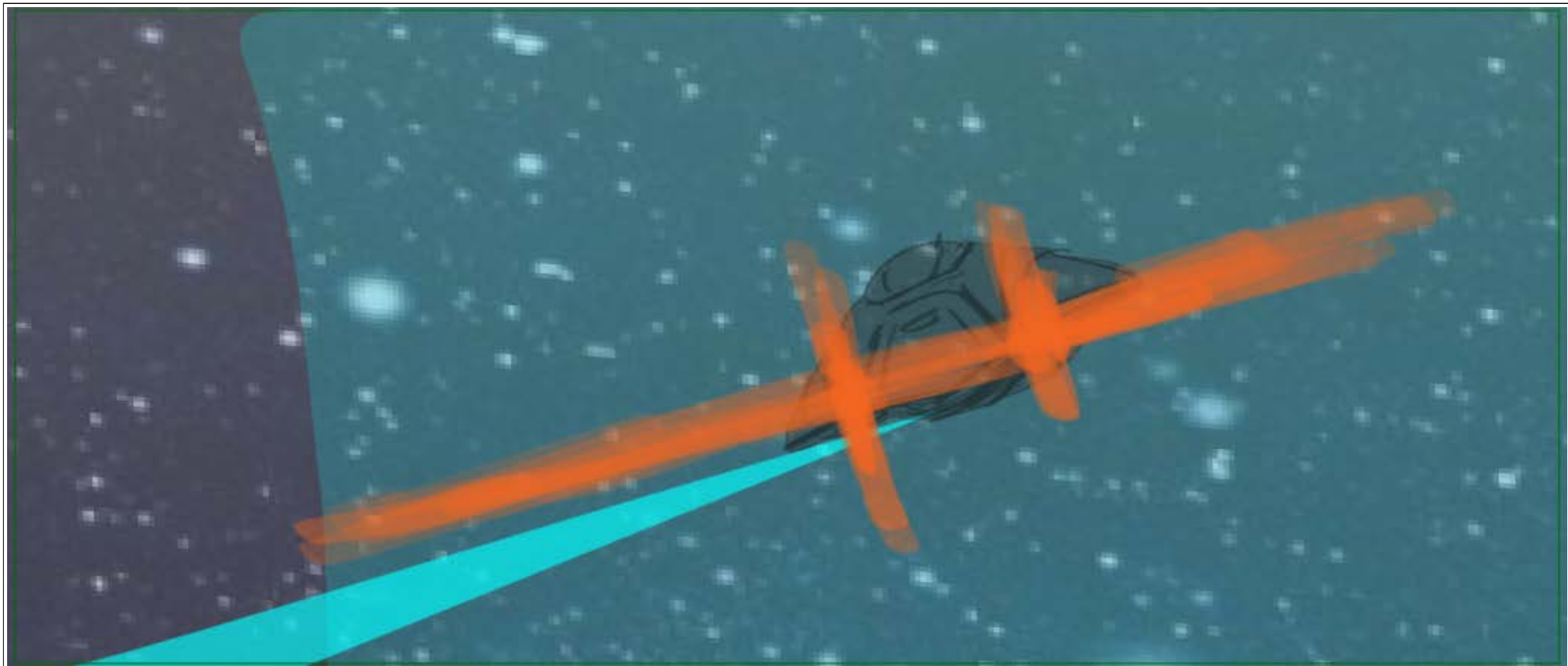
Scene	Duration	Panel	Duration
350	00:20	001	00:14



Dialog

Torpedo Number Three, comin? our way!

Scene	Duration	Panel	Duration
350	00:20	001A0	00:02



Dialog

Torpedo Number Three, comin? our way!

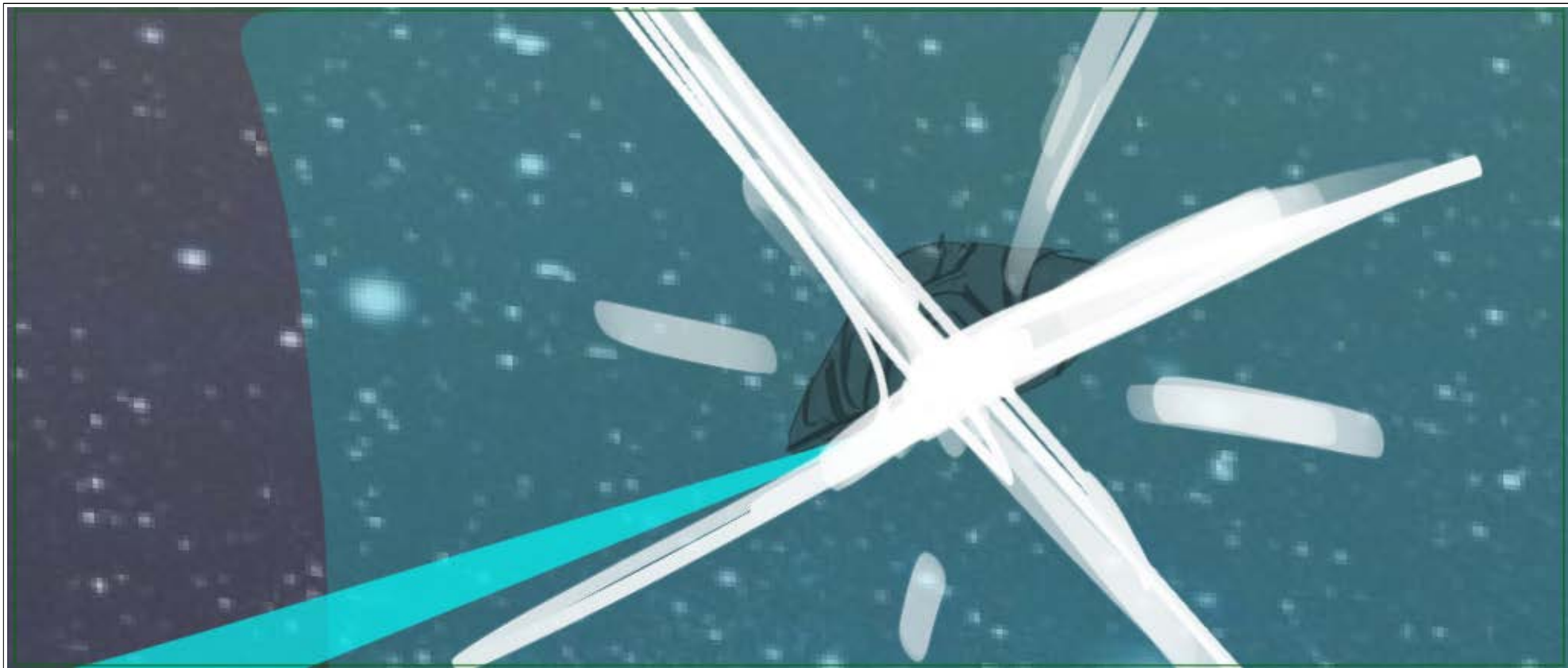
Scene	Duration	Panel	Duration
350	00:20	001A2	00:01



Dialog

Torpedo Number Three, comin? our way!

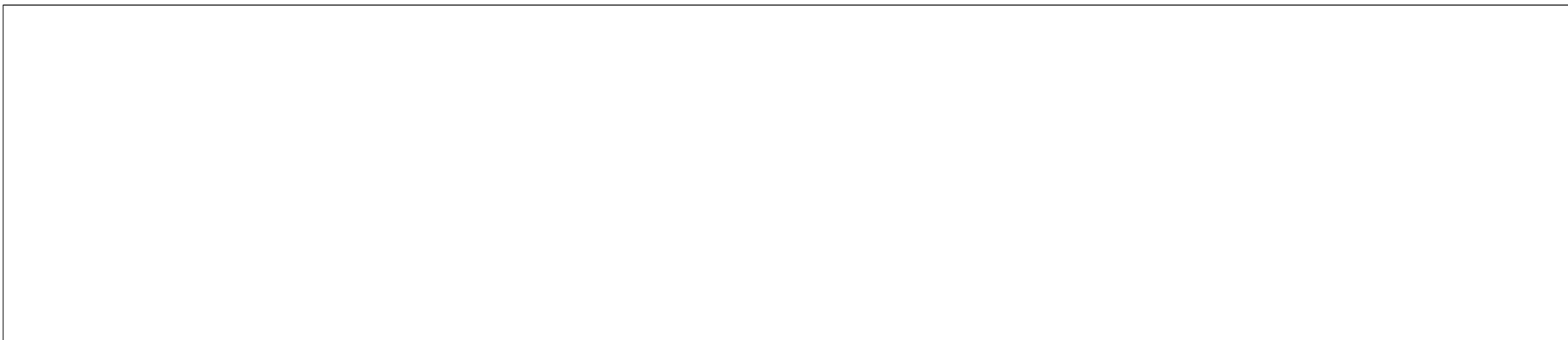
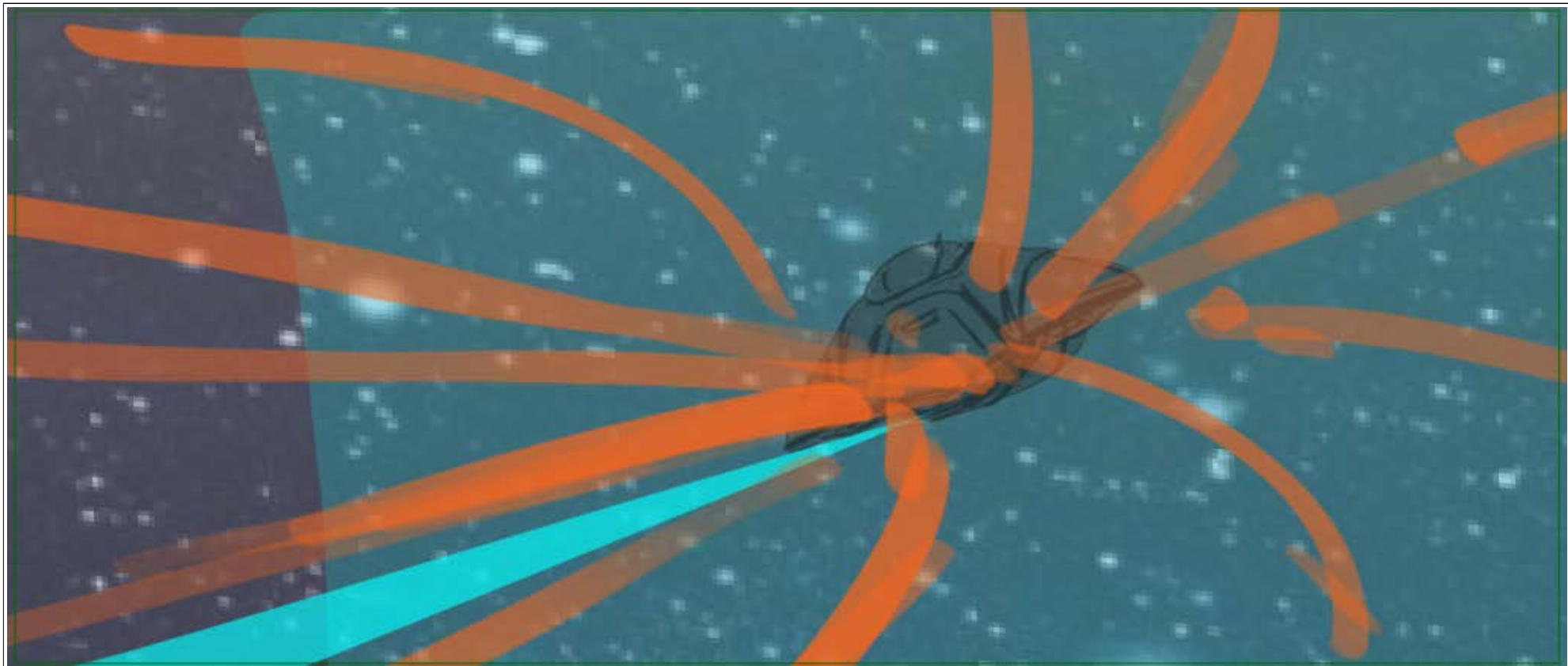
Scene	Duration	Panel	Duration
350	00:20	001A1	00:01



Dialog

Torpedo Number Three, comin? our way!

Scene	Duration	Panel	Duration
350	00:20	001A	00:02



Scene	Duration	Panel	Duration
360	01:15	001	00:12



Dialog

GWYN

18 Brace for impact!

Scene	Duration	Panel	Duration
360	01:15	002	00:15

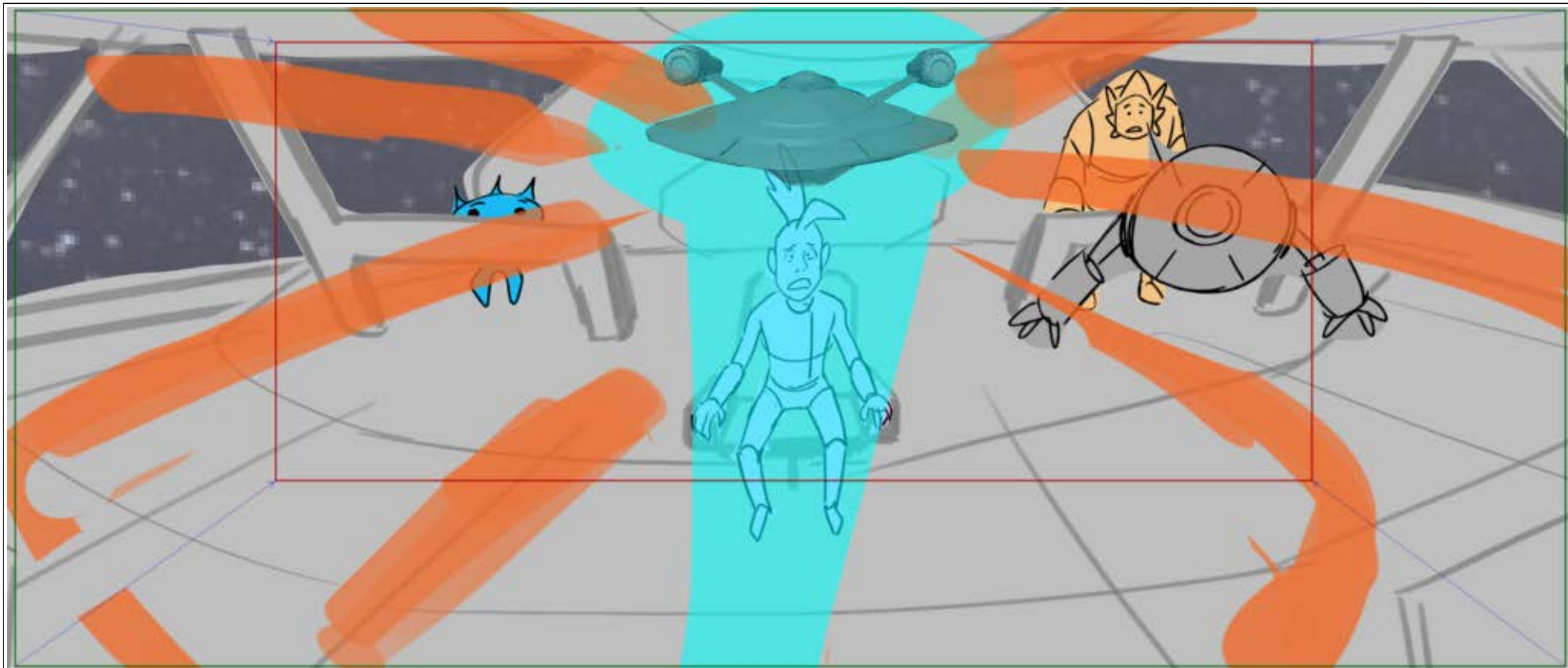


Dialog

GWYN

18 Brace for impact!

Scene	Duration	Panel	Duration
360	01:15	003	00:12

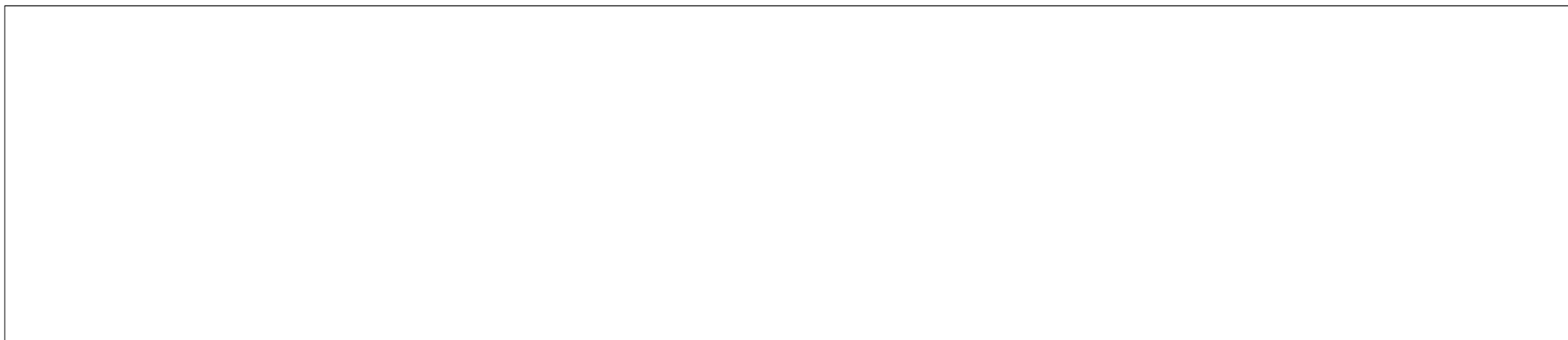
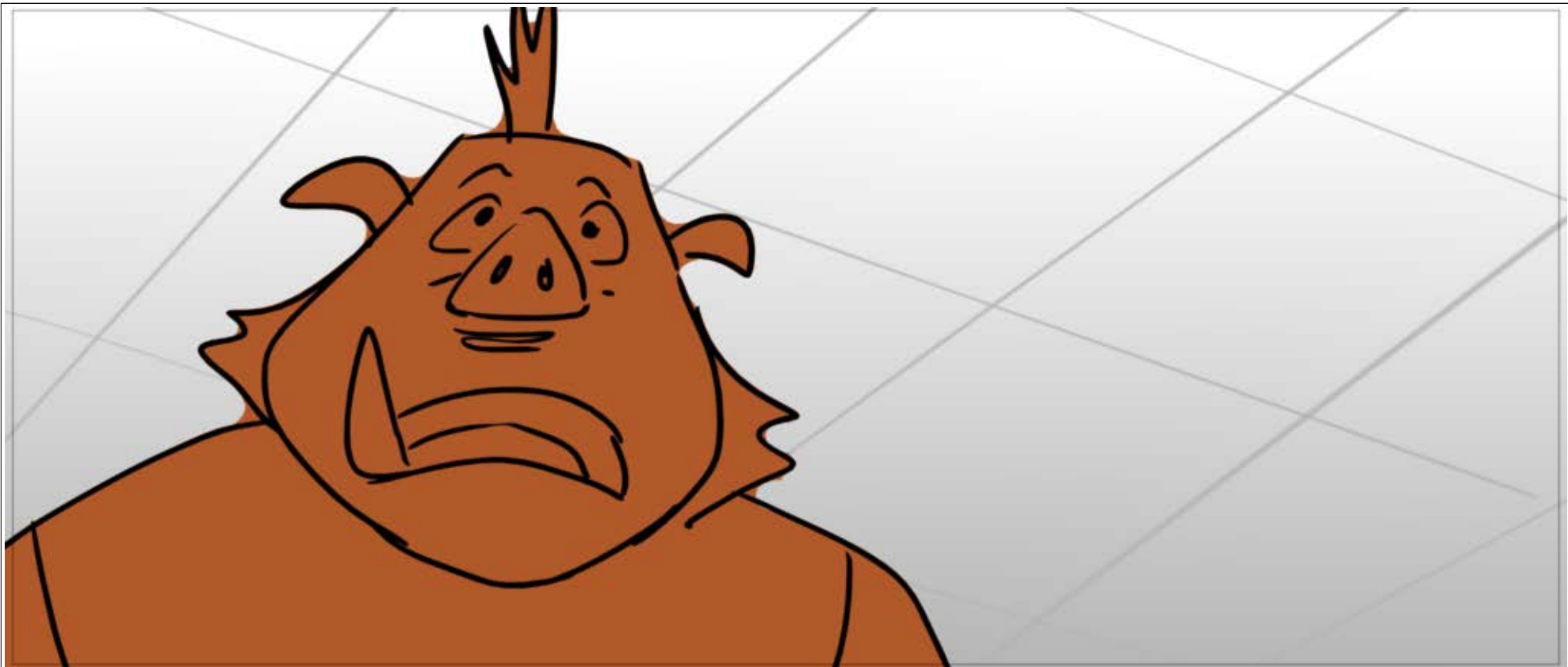


Dialog

GWYN

18 Brace for impact!

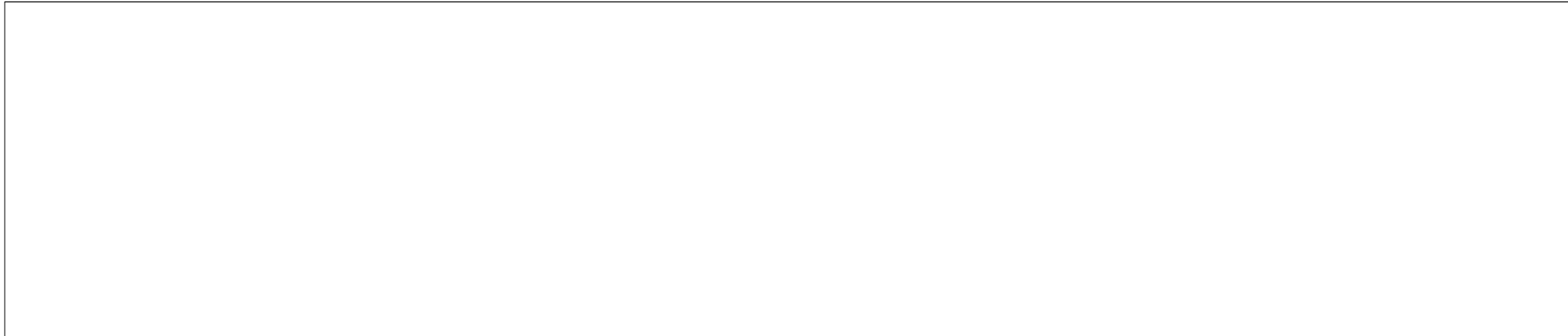
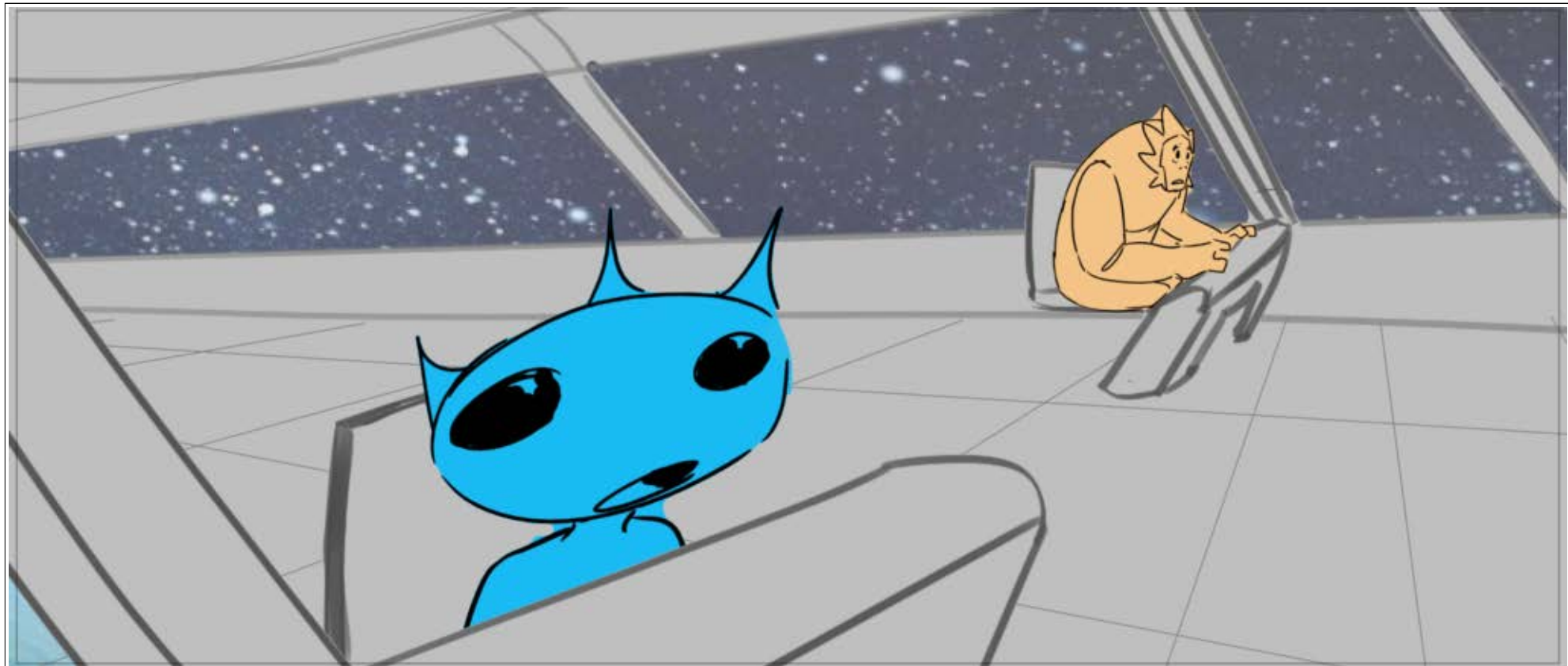
Scene	Duration	Panel	Duration
400	00:12	001	00:12



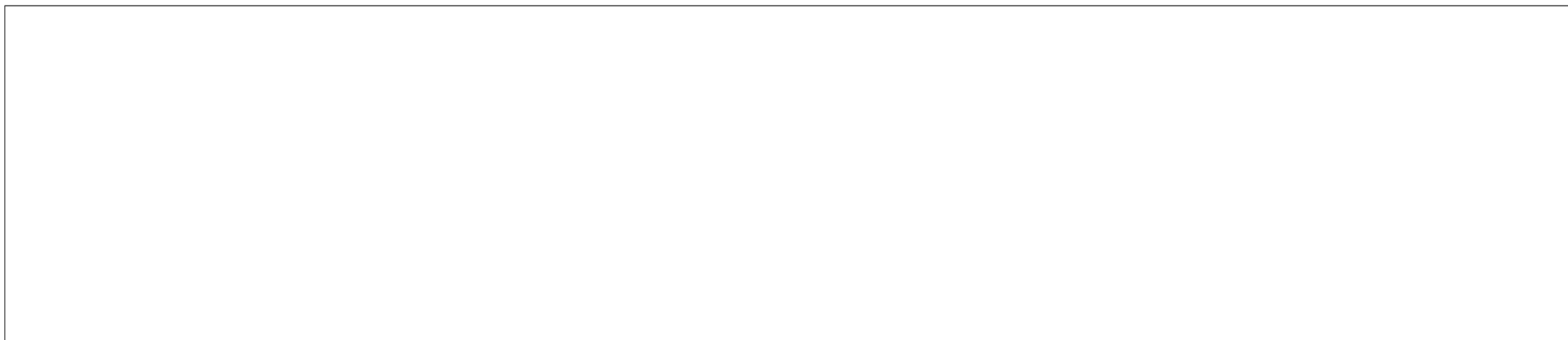
Scene	Duration	Panel	Duration
410	00:15	001	00:15



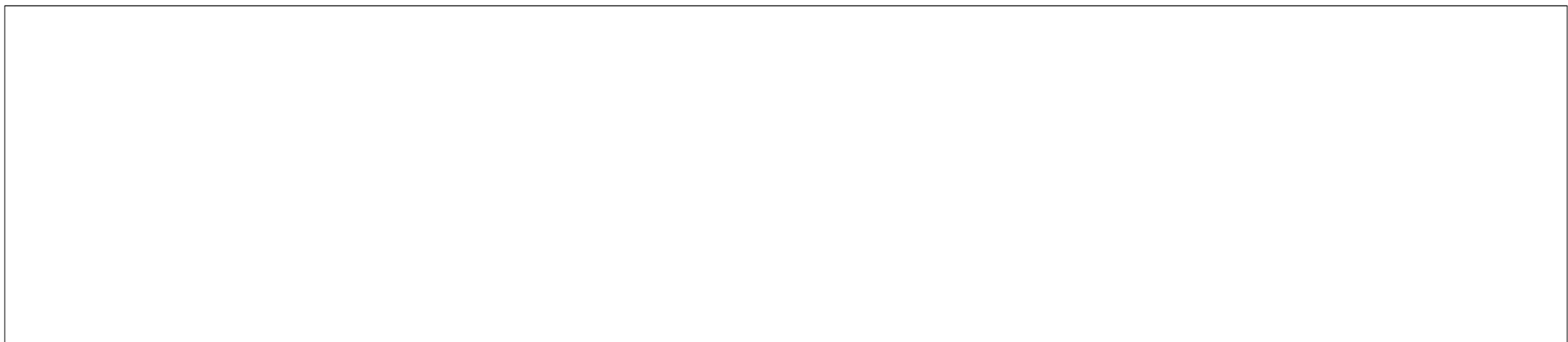
Scene	Duration	Panel	Duration
420	00:10	001	00:10



Scene	440	Duration	01:05	Panel	001	Duration	00:15
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Scene	440	Duration	01:05	Panel	002	Duration	00:06
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Scene	Duration	Panel	Duration
440	01:05	002A	00:08

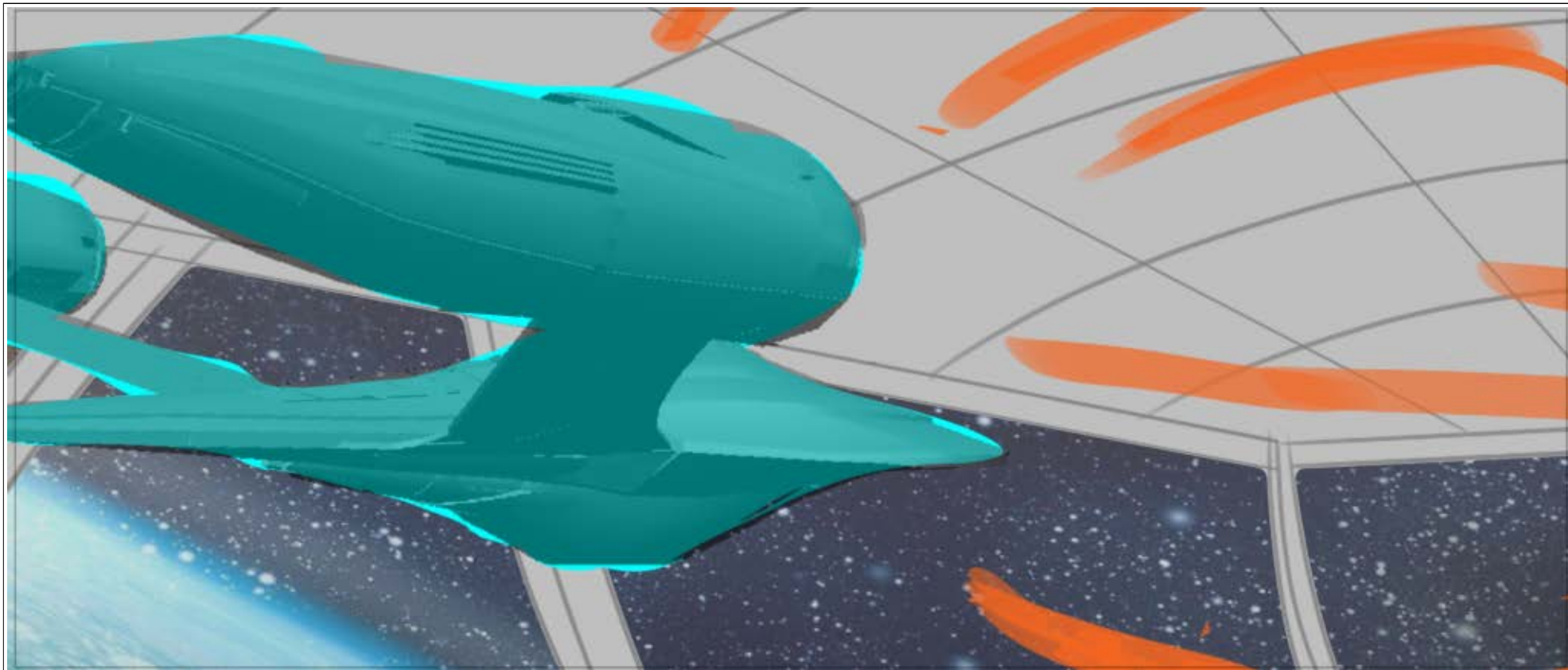


Dialog

DAL

19 End simulation.

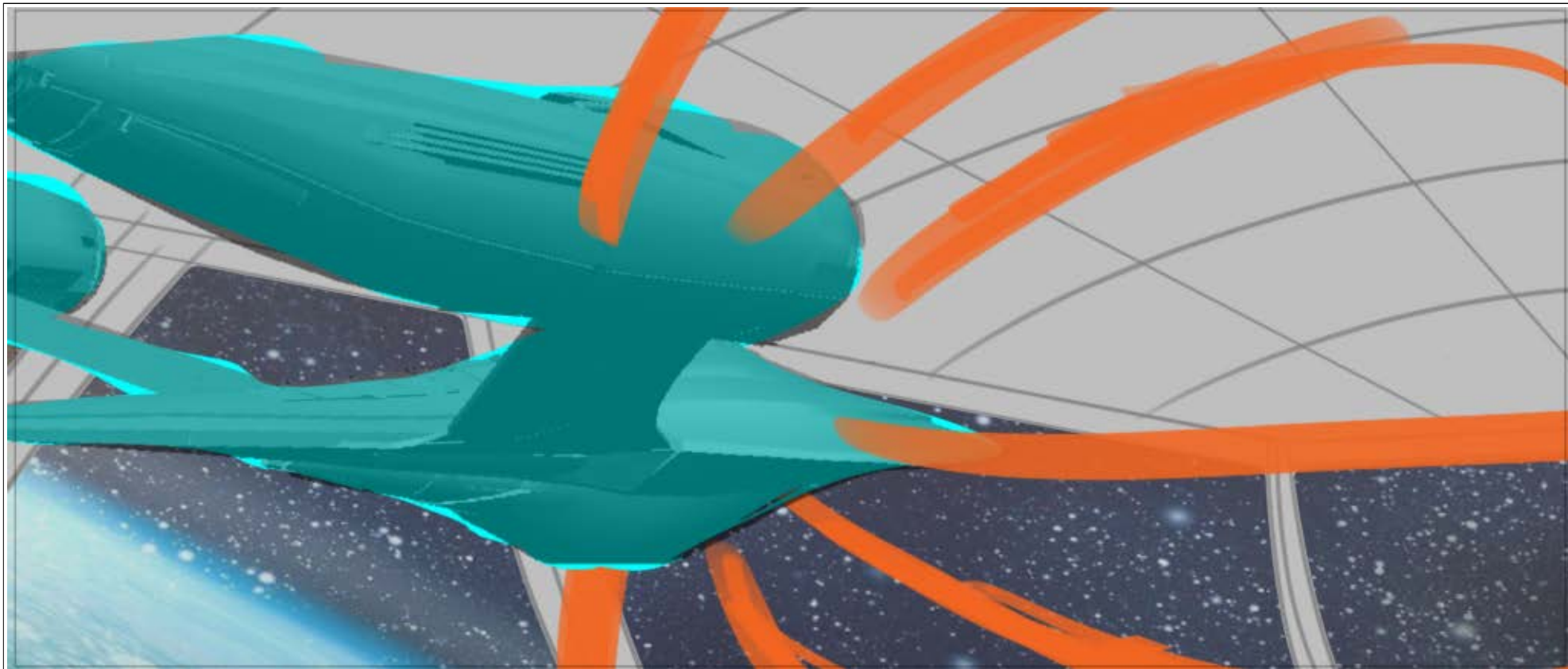
Scene	Duration	Panel	Duration
445	03:08	001	00:11



Action Notes

The torpedo disappears... then their uniforms and the Bridge dissolve away, leaving only our crew in the empty --

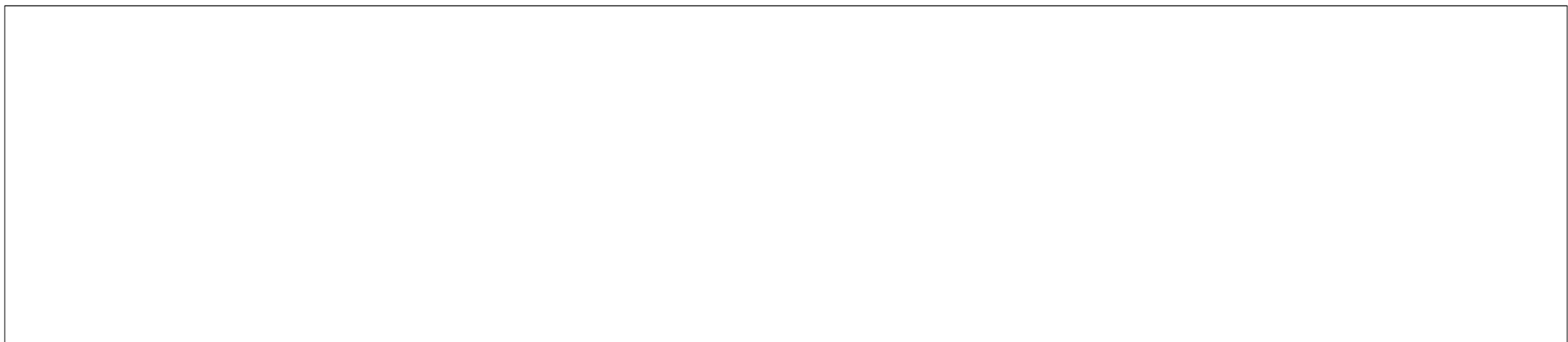
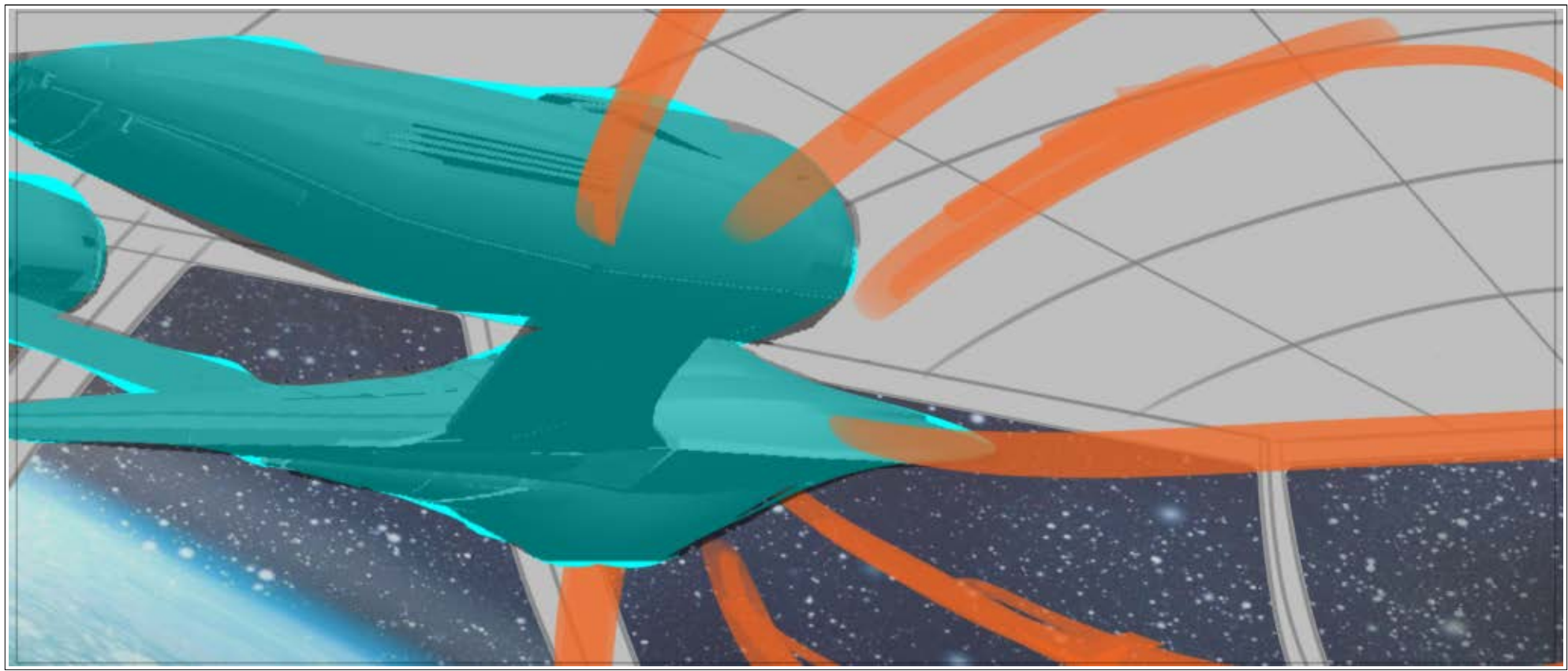
Scene	Duration	Panel	Duration
445	03:08	001A0	00:09



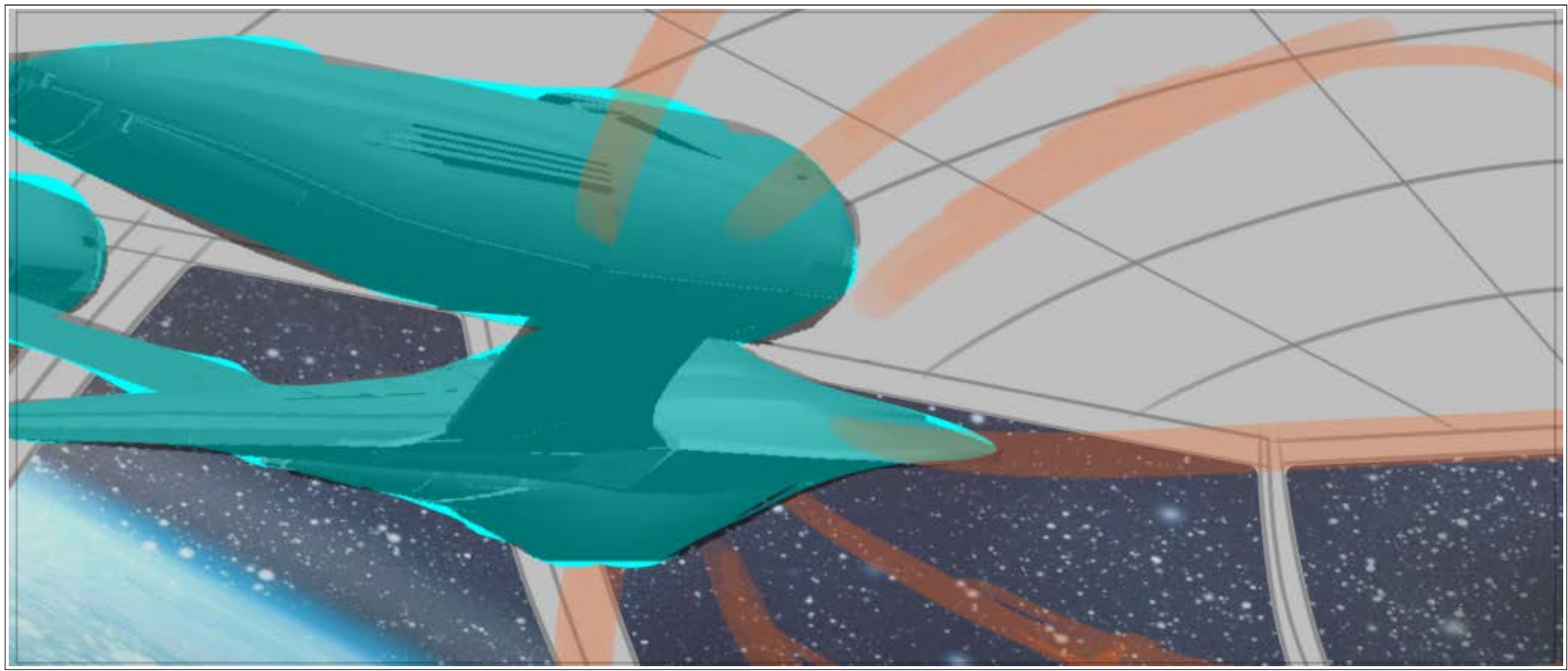
Action Notes

The torpedo disappears... then their uniforms and the Bridge dissolve away, leaving only our crew in the empty --

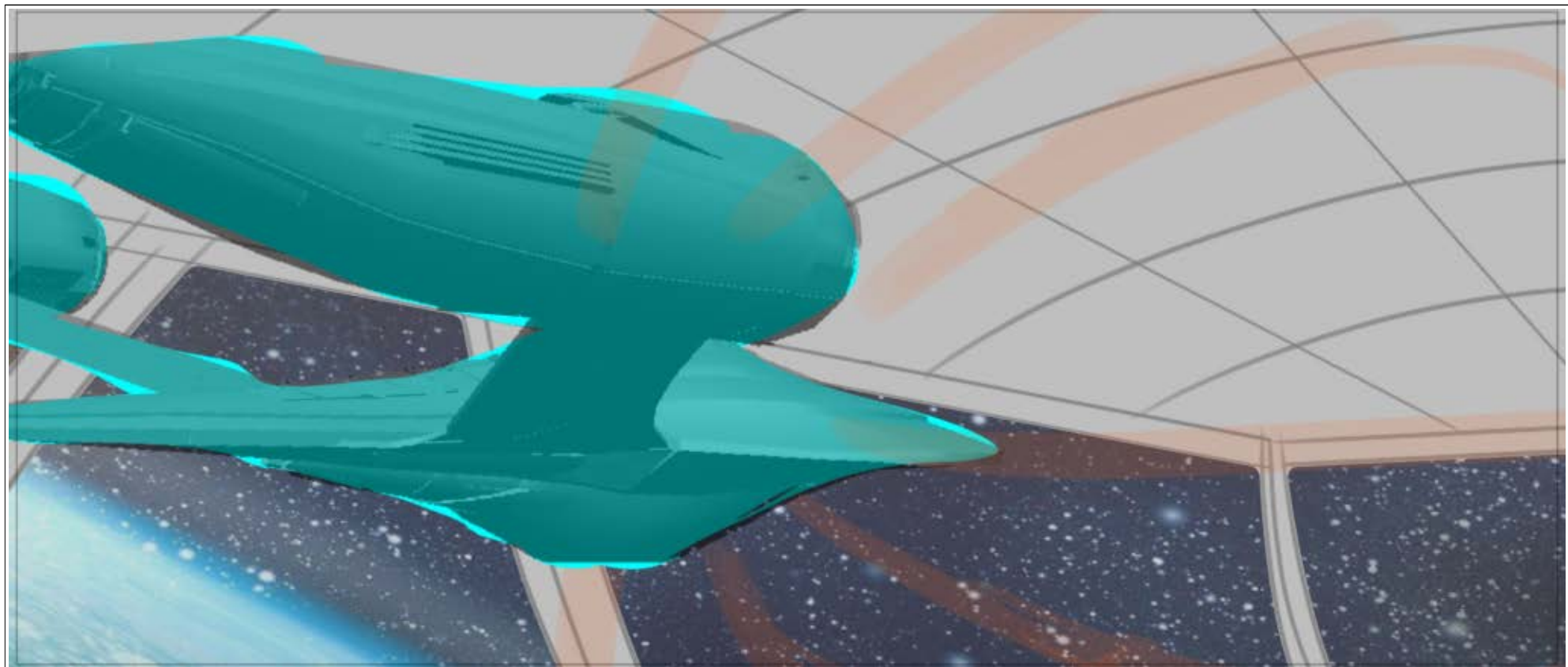
Scene	445	Duration	03:08	Panel	001A	Duration	00:12
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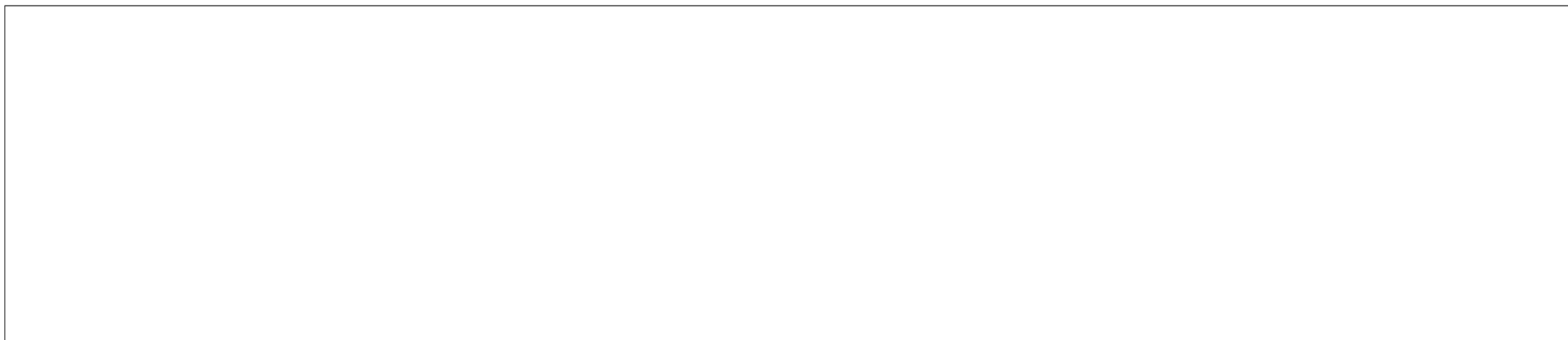
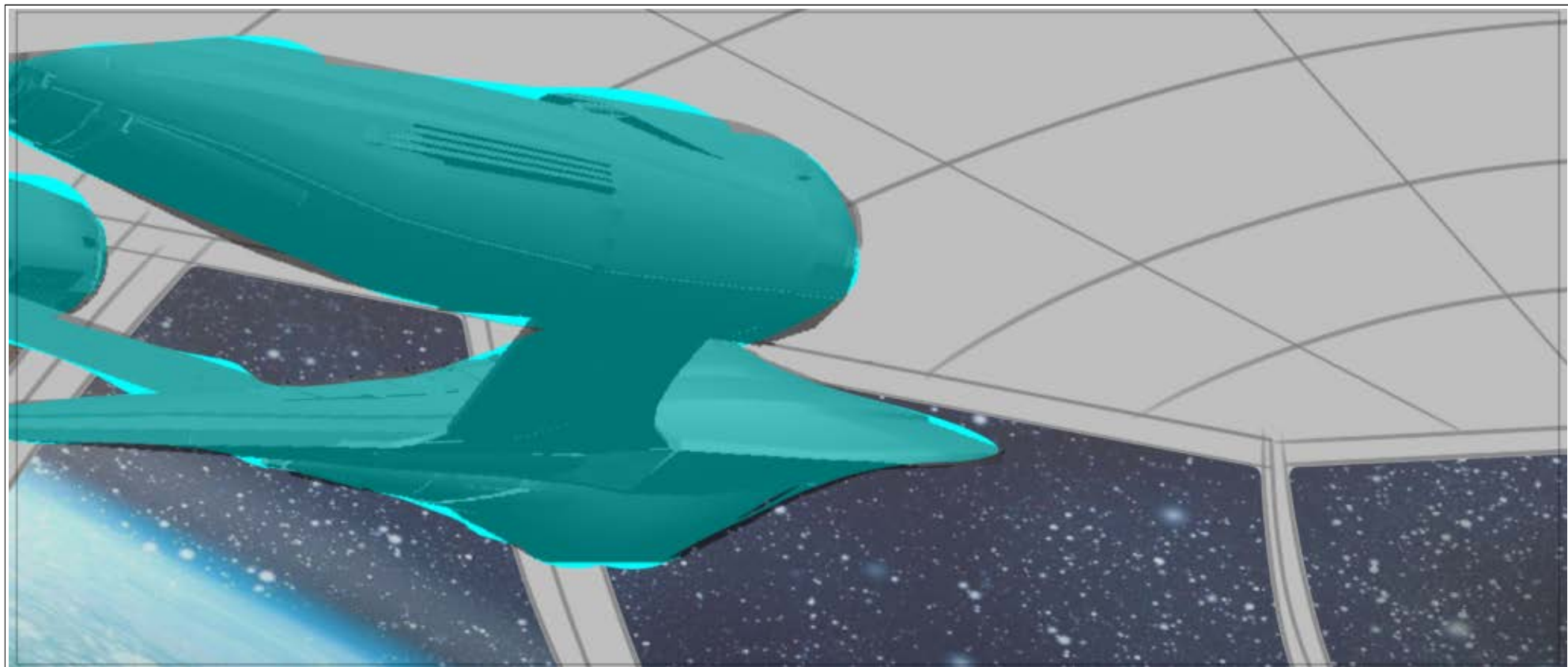
Scene	445	Duration	03:08	Panel	001C	Duration	00:12
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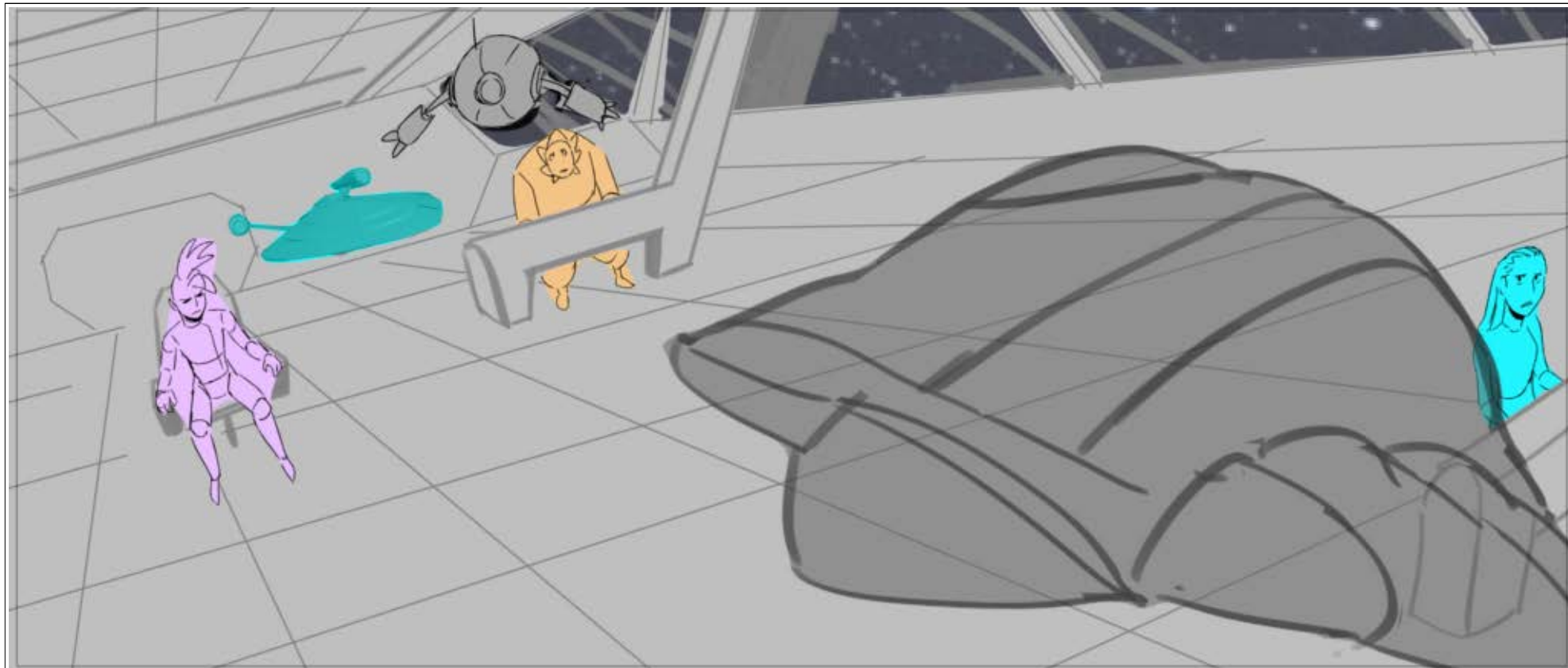
Scene	445	Duration	03:08	Panel	001D	Duration	00:12
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Scene	445	Duration	03:08	Panel	001B	Duration	01:00
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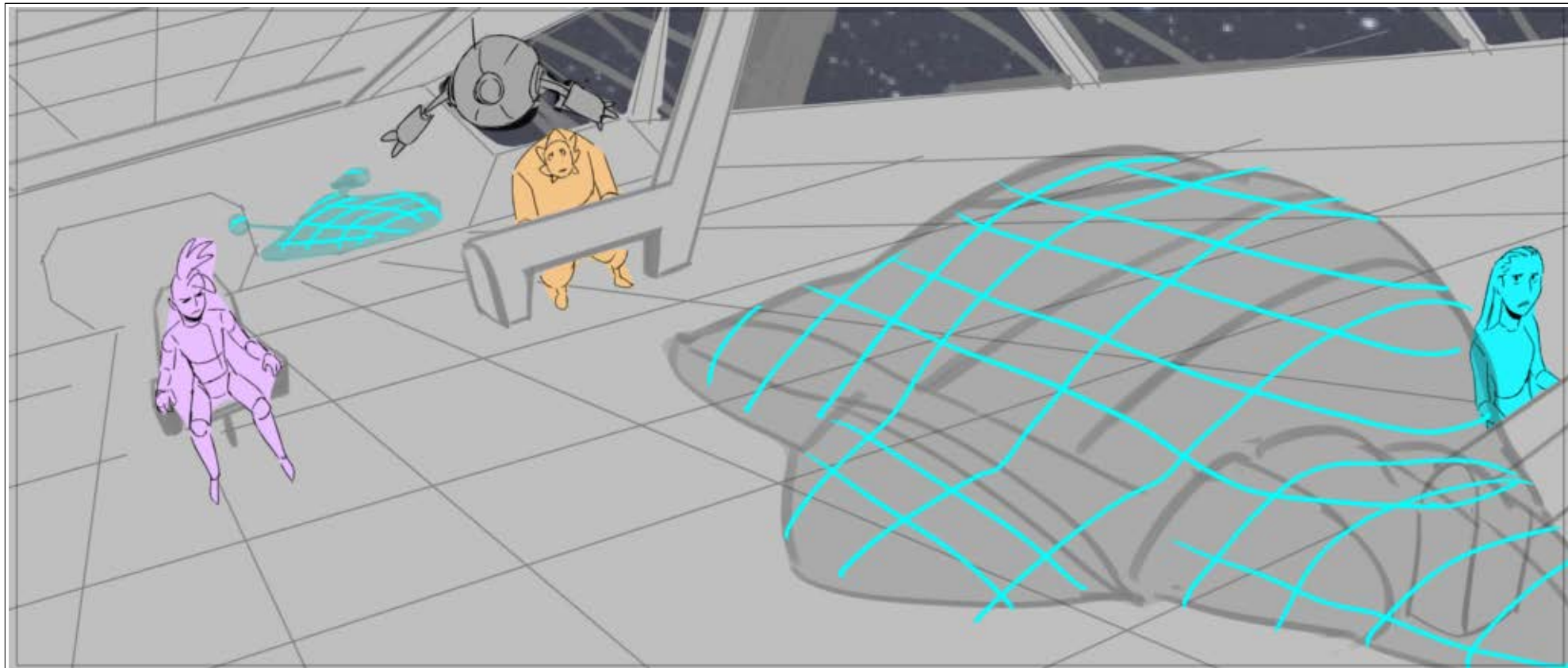
Scene	Duration	Panel	Duration
450	05:00	001	01:00



Action Notes

The torpedo disappears... then their uniforms and the Bridge dissolve away, leaving only our crew in the empty --

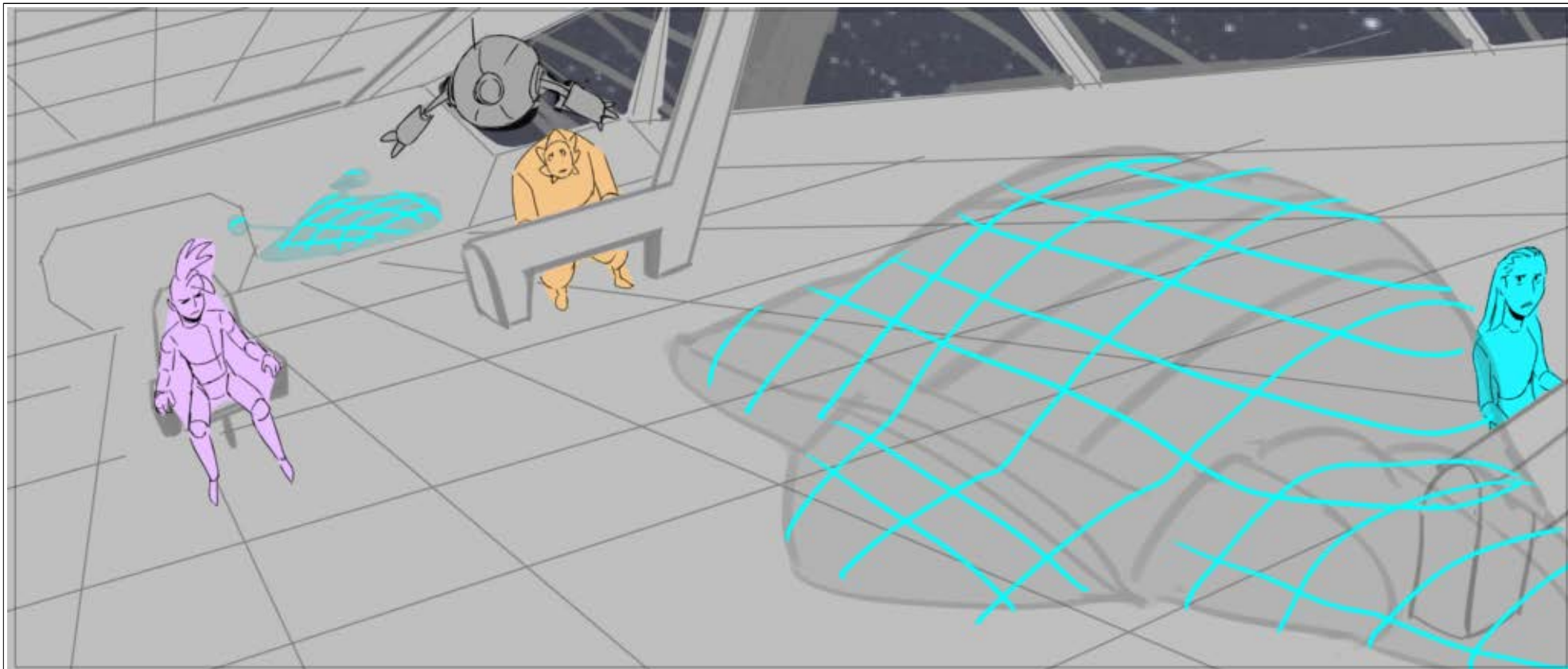
Scene	Duration	Panel	Duration
450	05:00	001A999	01:00



Action Notes

The torpedo disappears... then their uniforms and the Bridge dissolve away, leaving only our crew in the empty --

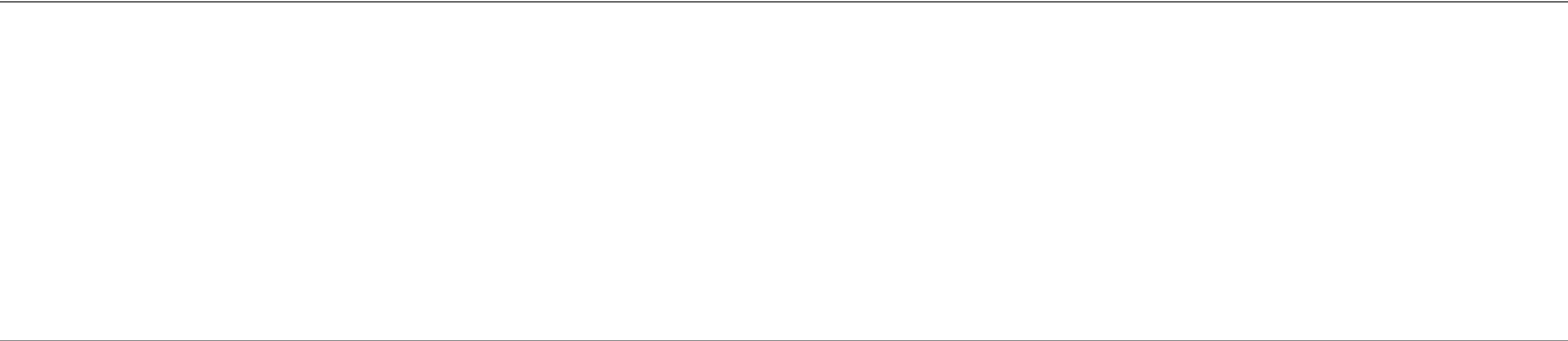
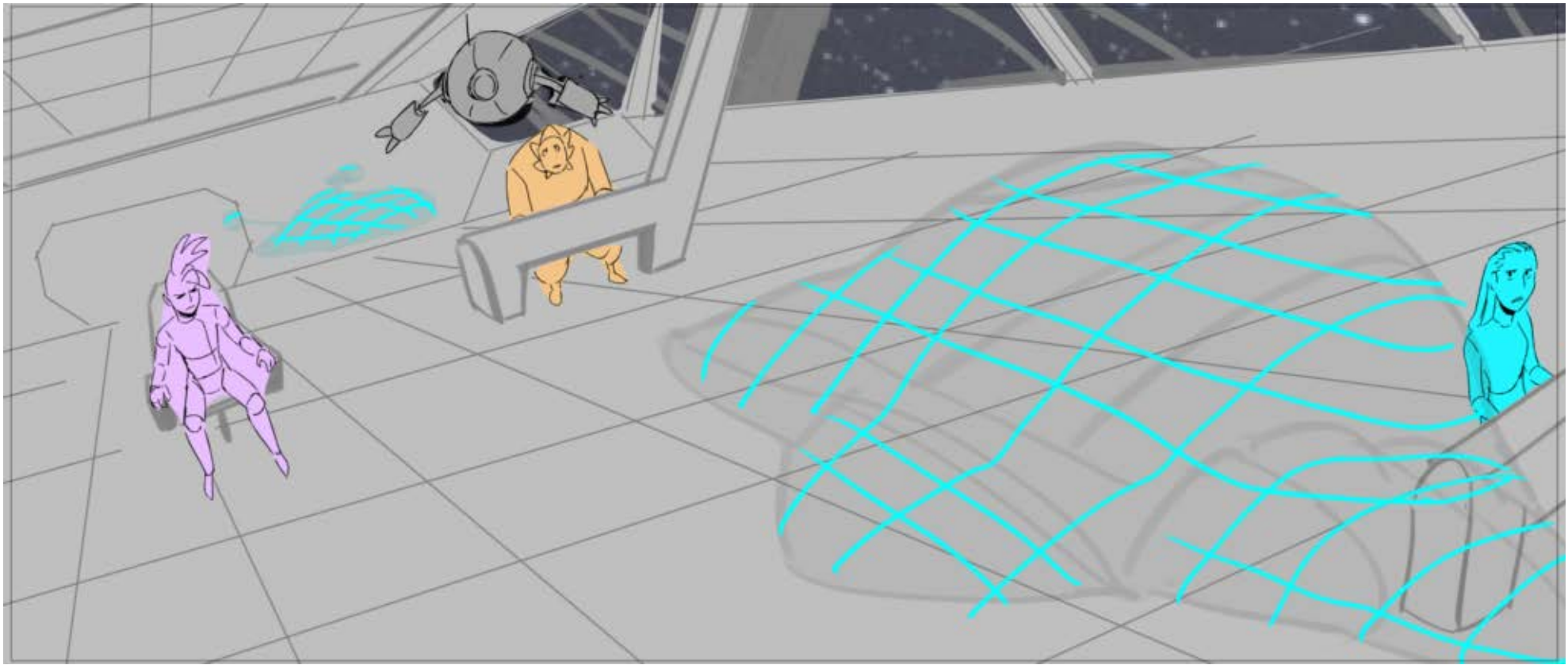
Scene	Duration	Panel	Duration
450	05:00	001B000	01:00



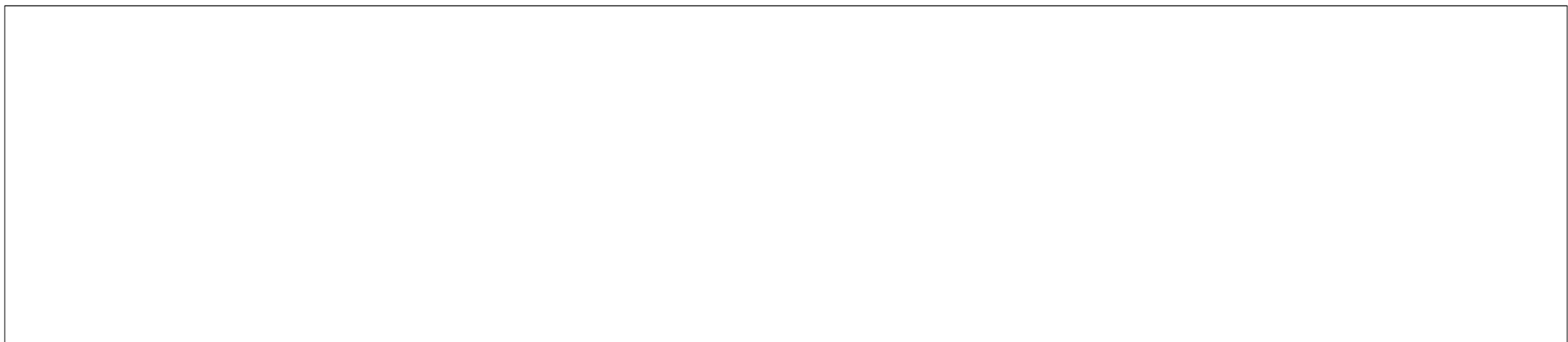
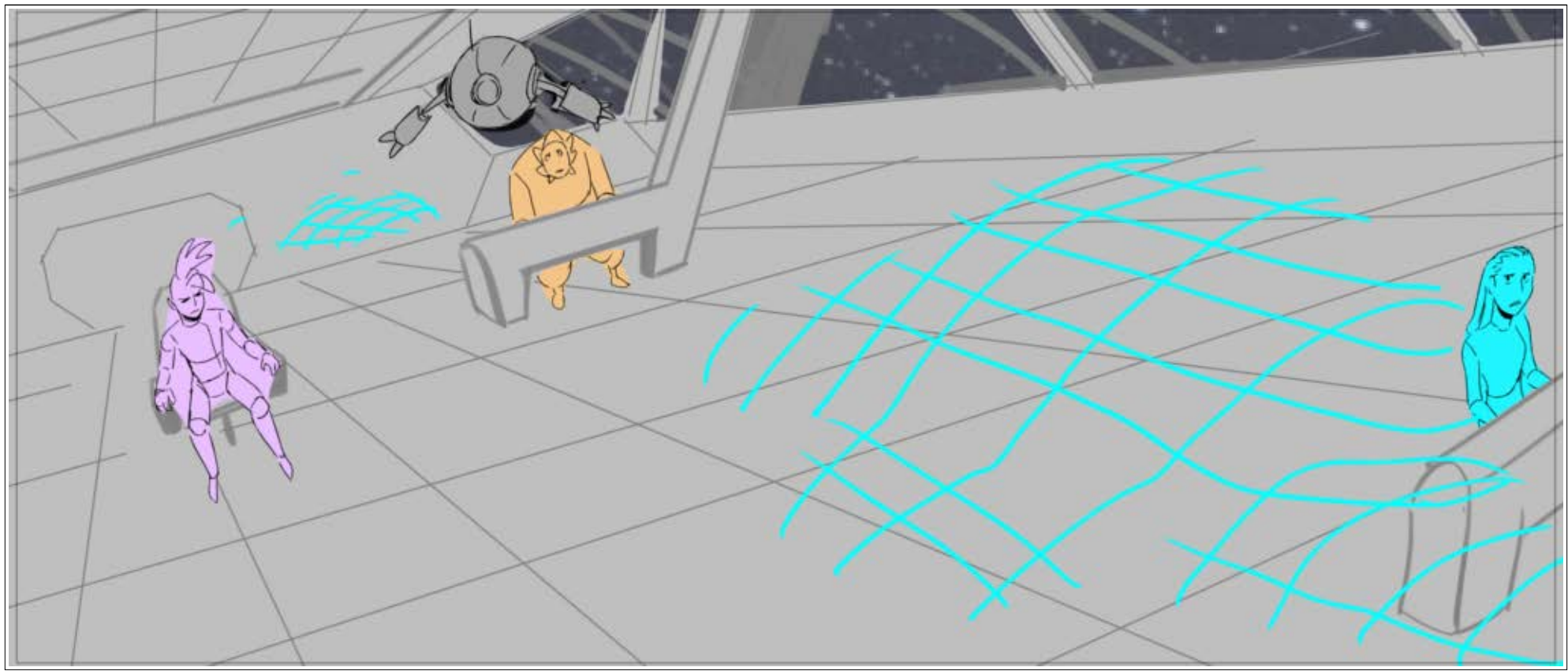
Action Notes

The torpedo disappears... then their uniforms and the Bridge dissolve away, leaving only our crew in the empty --

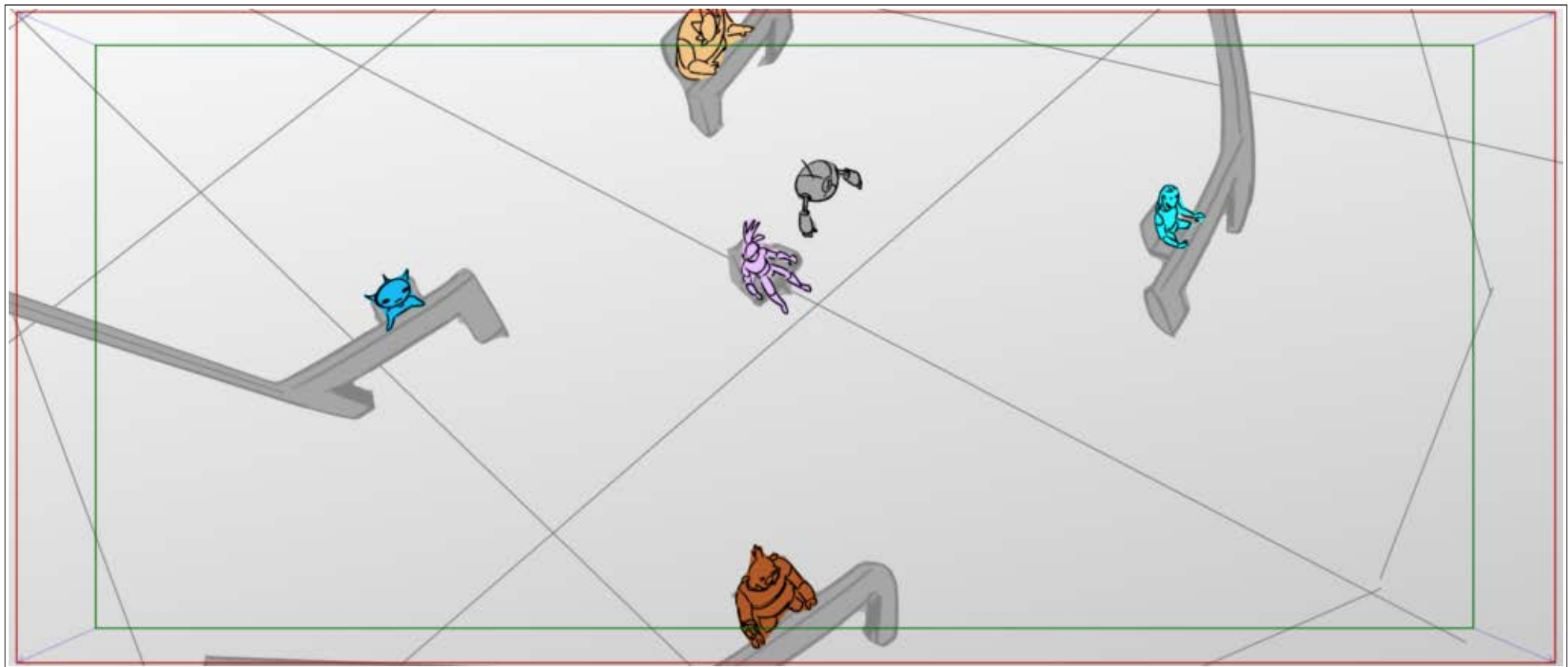
Scene	Duration	Panel	Duration
450	05:00	001A	01:00



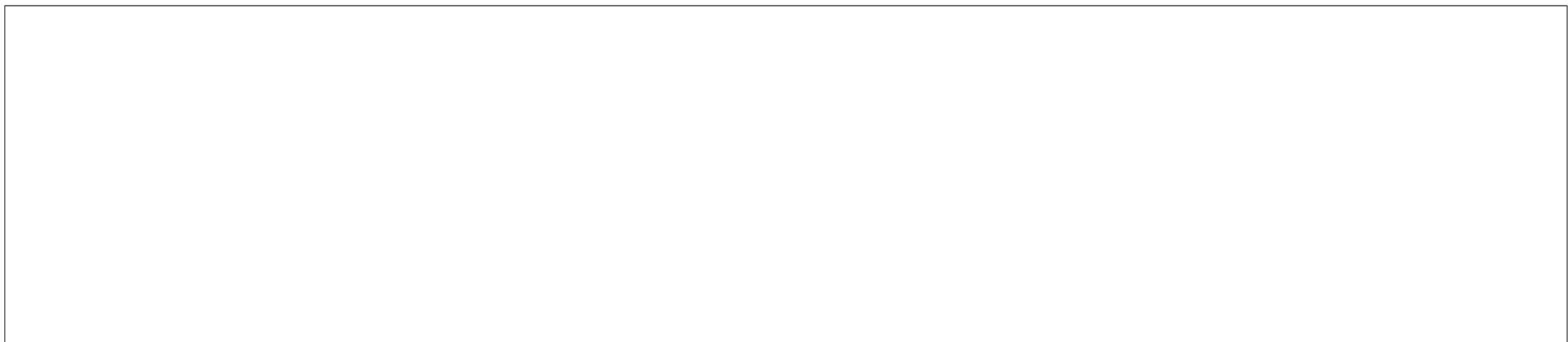
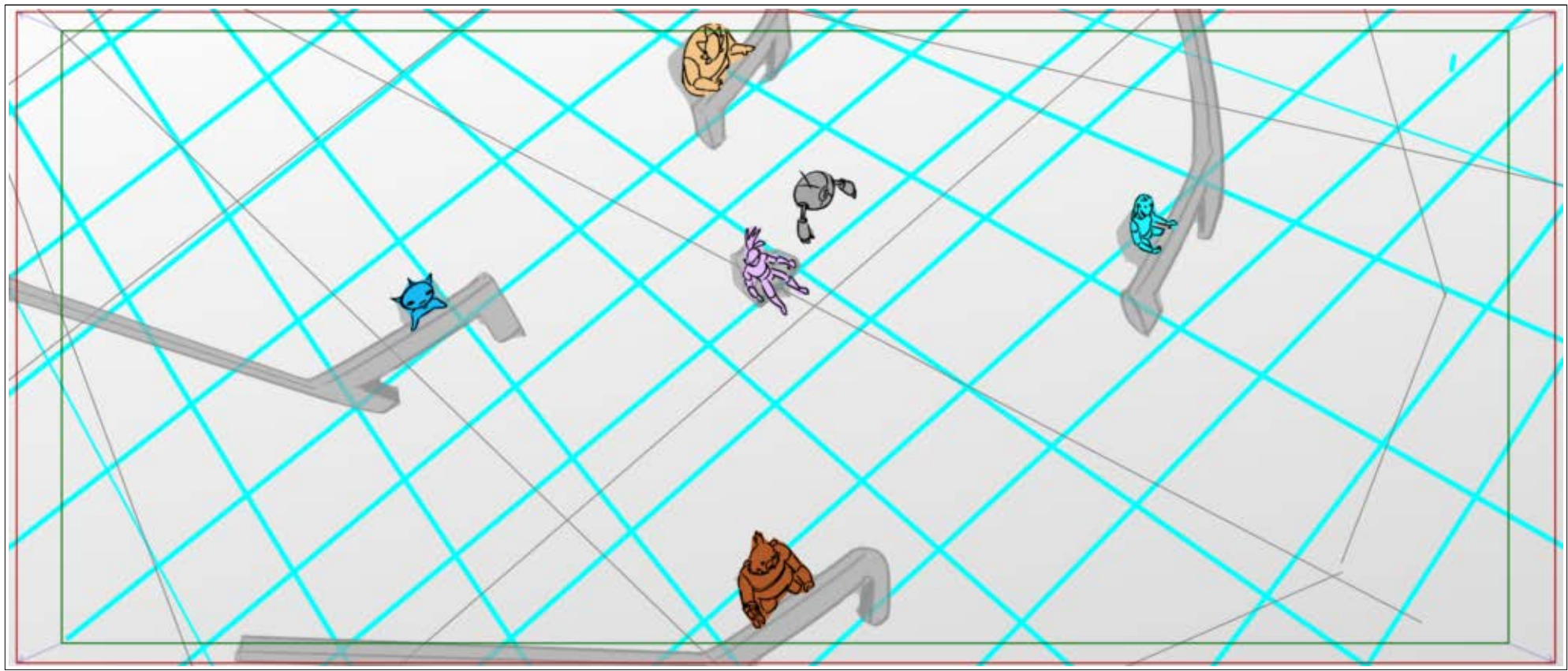
Scene	450	Duration	05:00	Panel	001B	Duration	01:00
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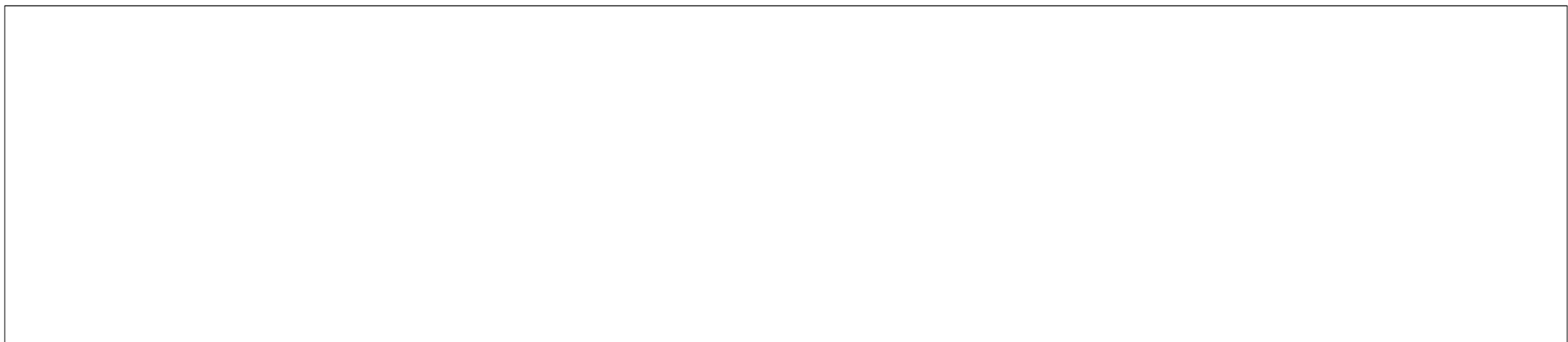
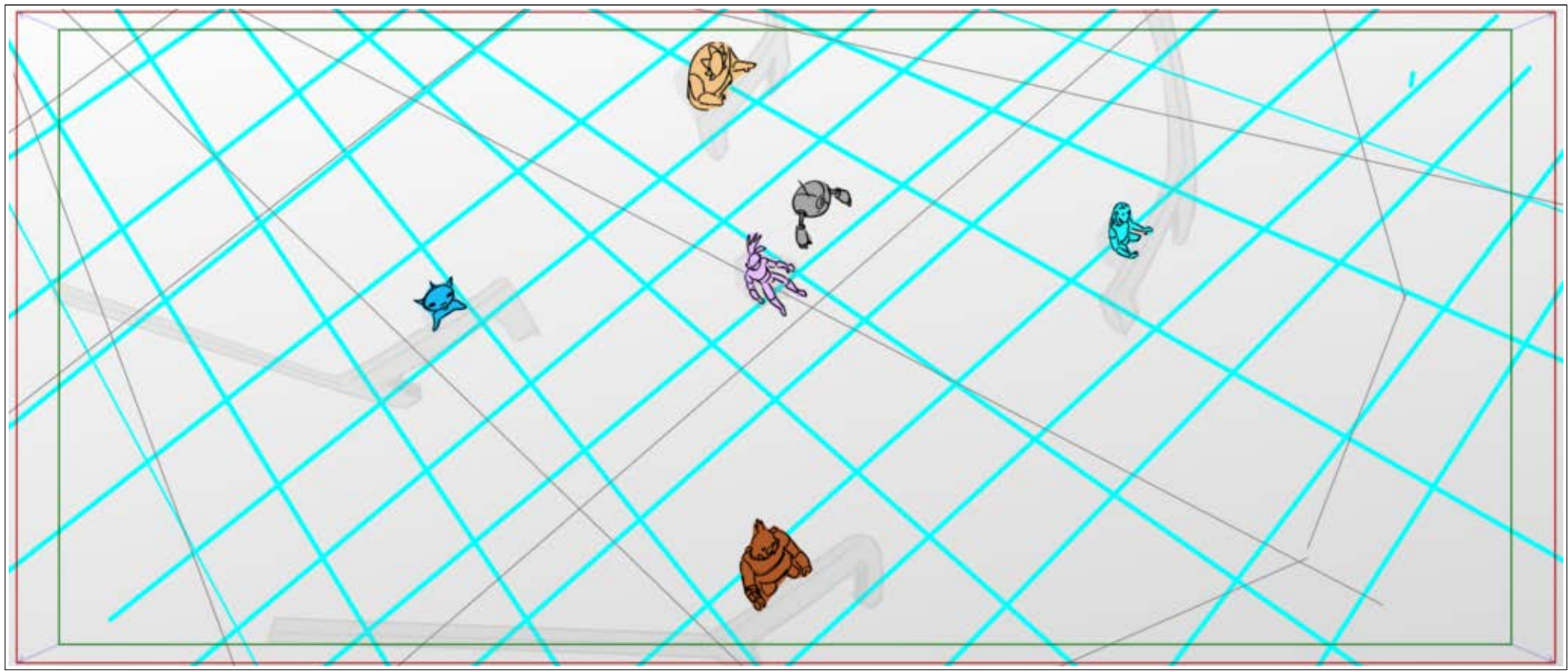
Scene	Duration	Panel	Duration
470	02:15	001	01:00



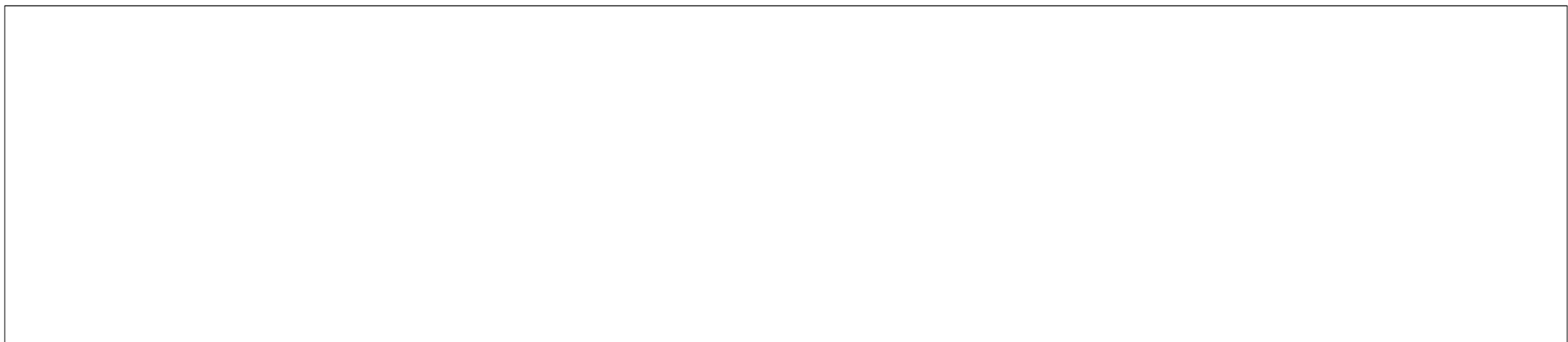
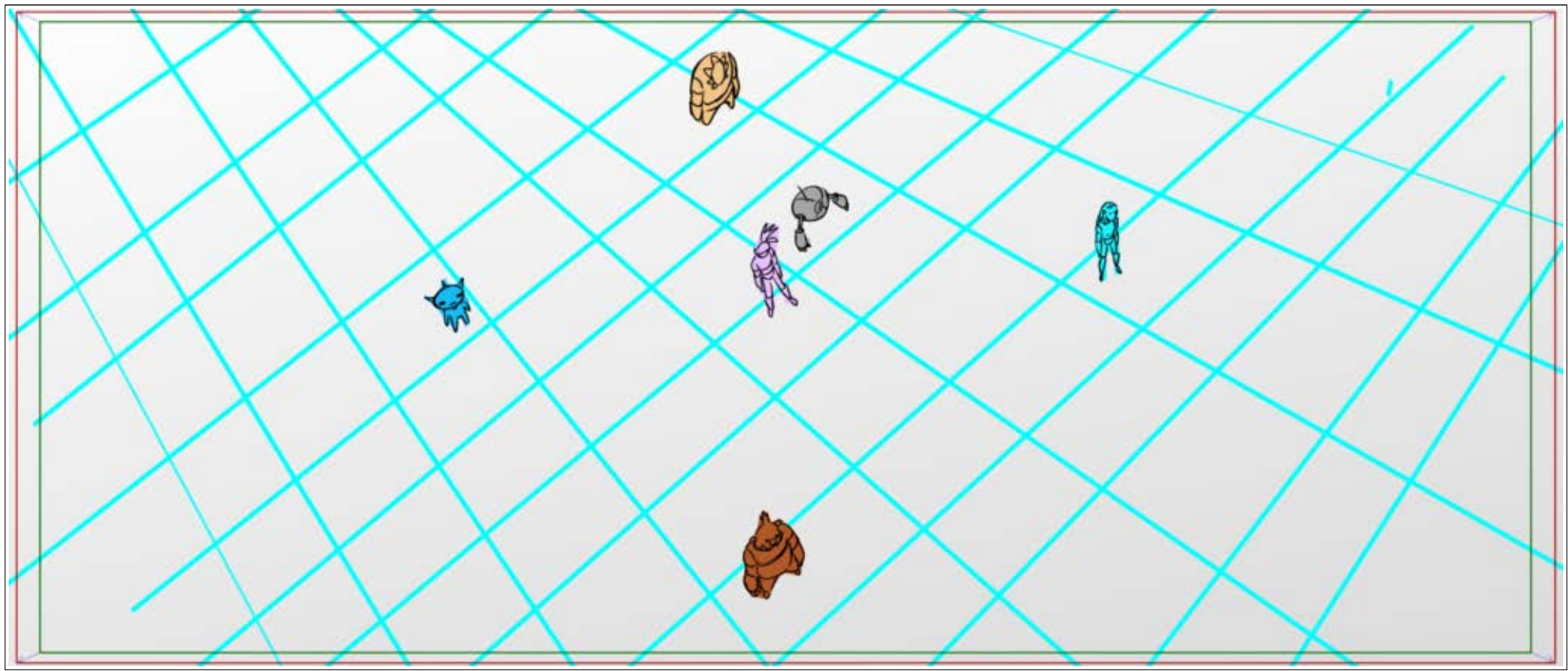
Scene	Duration	Panel	Duration
470	02:15	001A	00:15



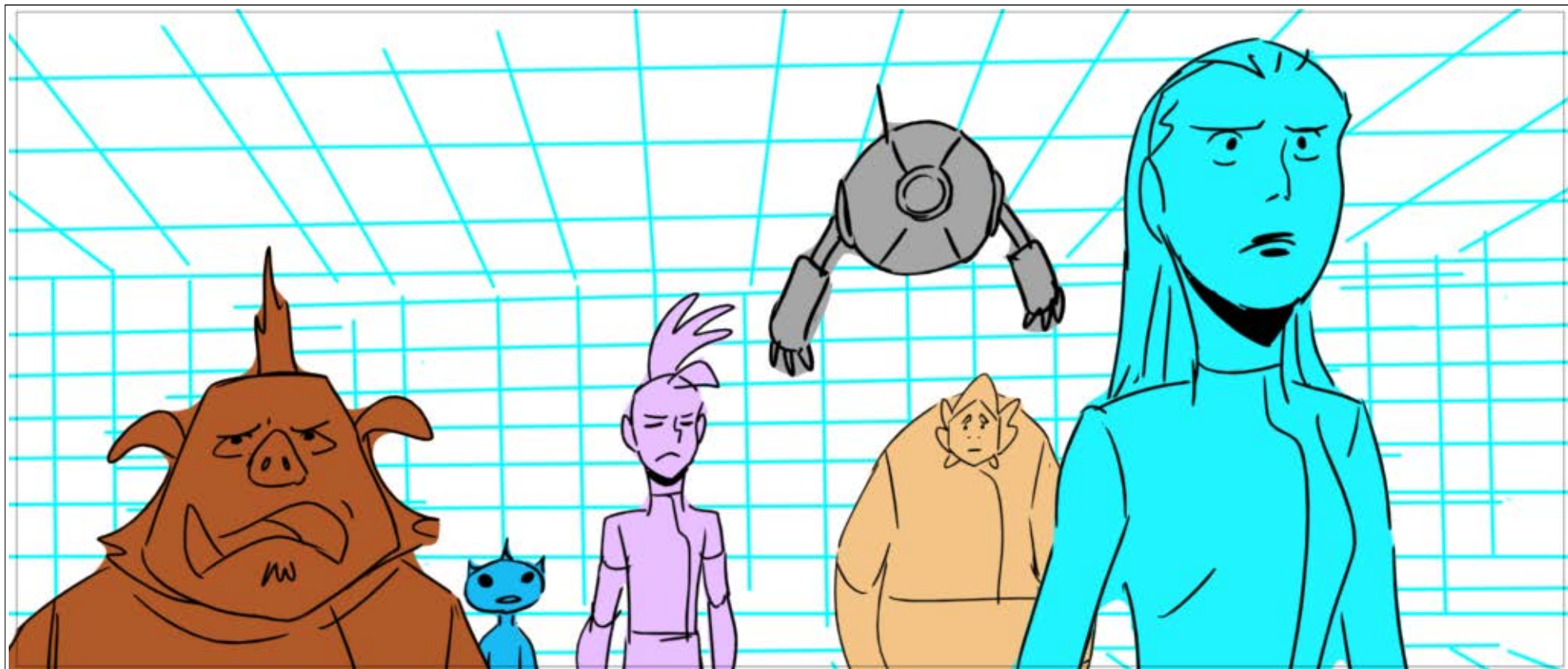
Scene	Duration	Panel	Duration
470	02:15	001B	00:15



Scene	Duration	Panel	Duration
470	02:15	02A	00:09



Scene	Duration	Panel	Duration
480	03:00	001	01:00



Dialog

JANKOM POG

20 Maybe we'll nail it the 87th time?

Scene	Duration	Panel	Duration
480	03:00	001A	01:00



Dialog

DAL

21 Doesn't matter. No matter what we try, we lose every time.

Scene	Duration	Panel	Duration
480	03:00	001B	01:00

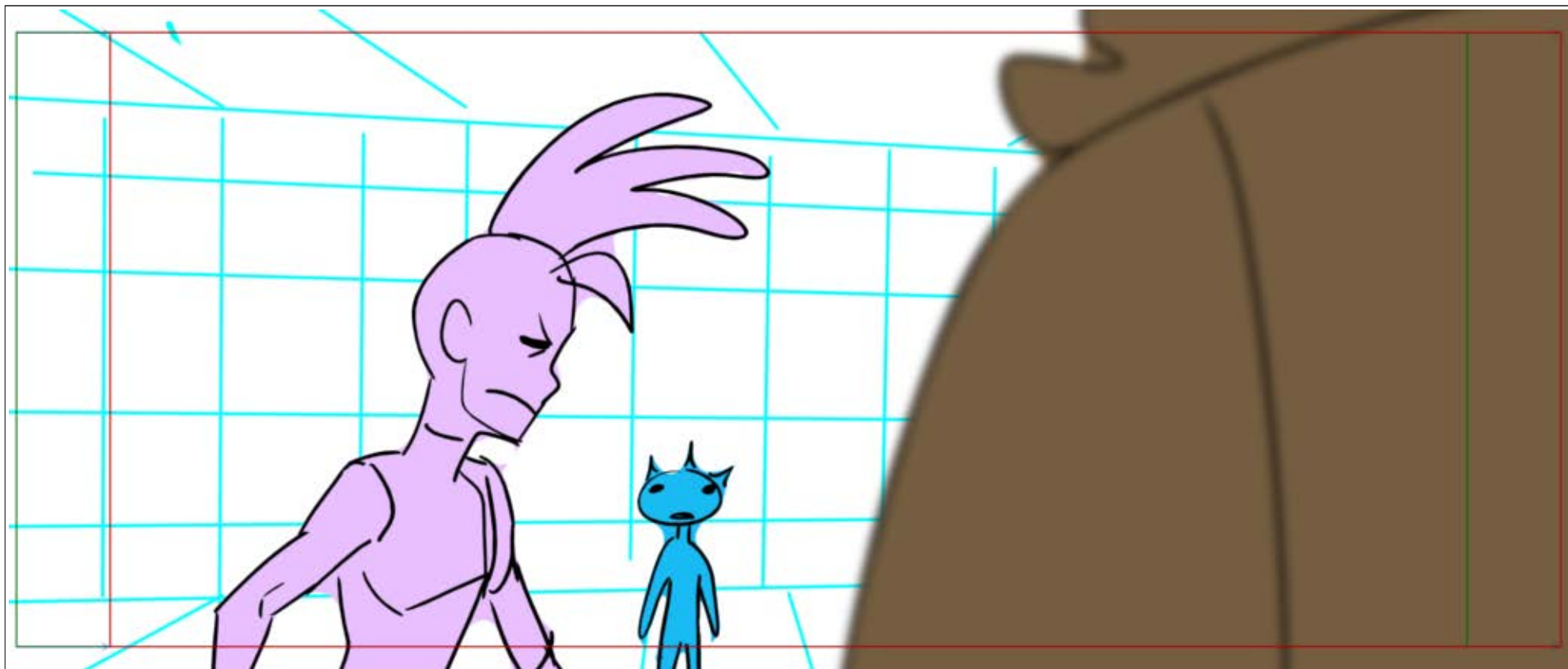


Dialog

DAL

21 Doesn't matter. No matter what we try, we lose every time.

Scene	Duration	Panel	Duration
490	01:13	001	00:11

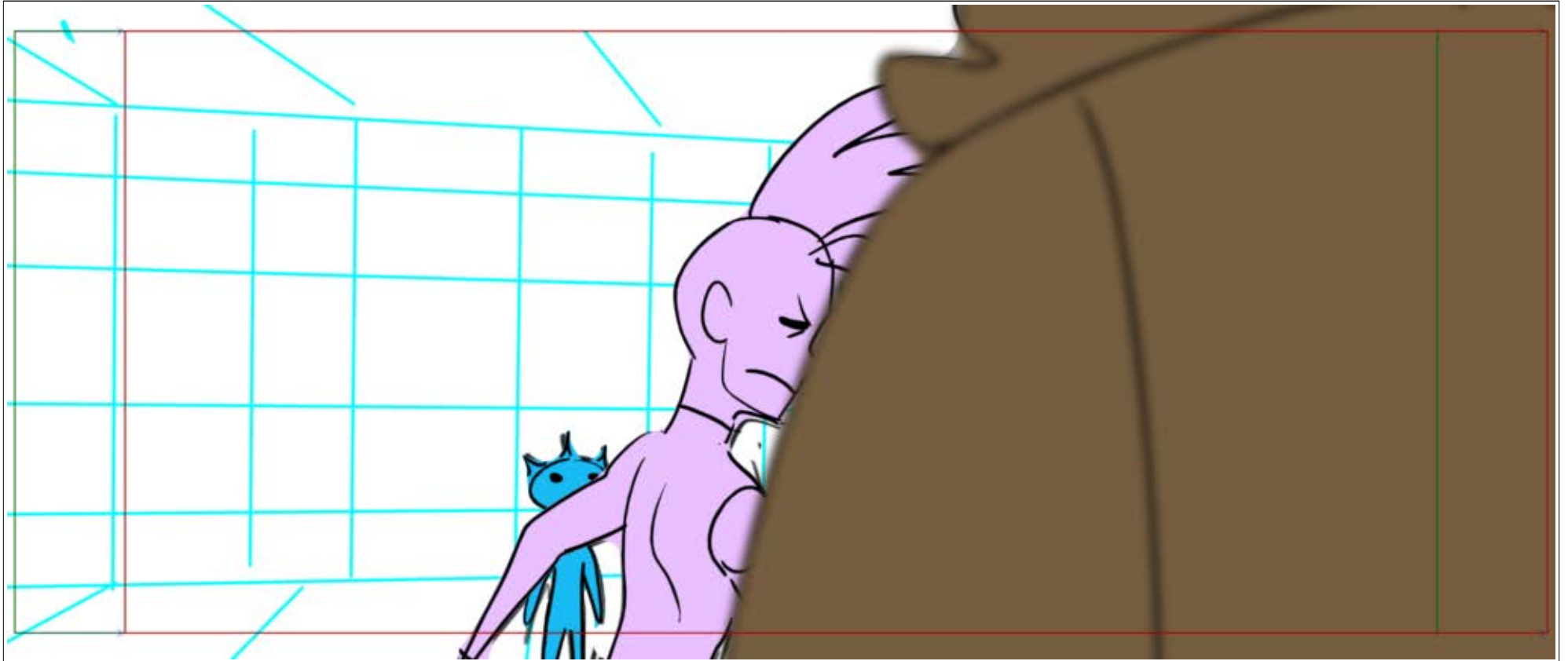


Dialog

ROK-TAHK

22 We'll find a way out of the Neutral Zone.

Scene	Duration	Panel	Duration
490	01:13	002	00:13

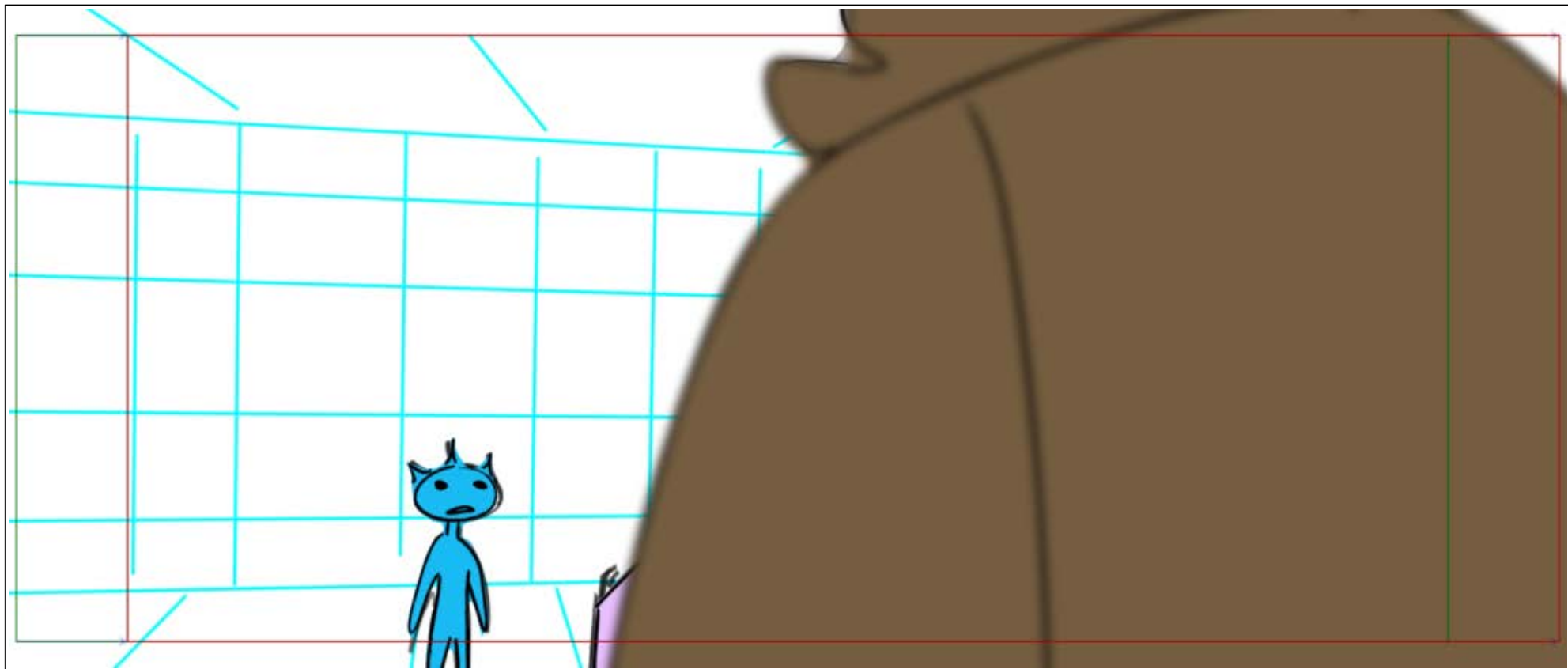


Dialog

ROK-TAHK

22 We'll find a way out of the Neutral Zone.

Scene	Duration	Panel	Duration
490	01:13	002A	00:13

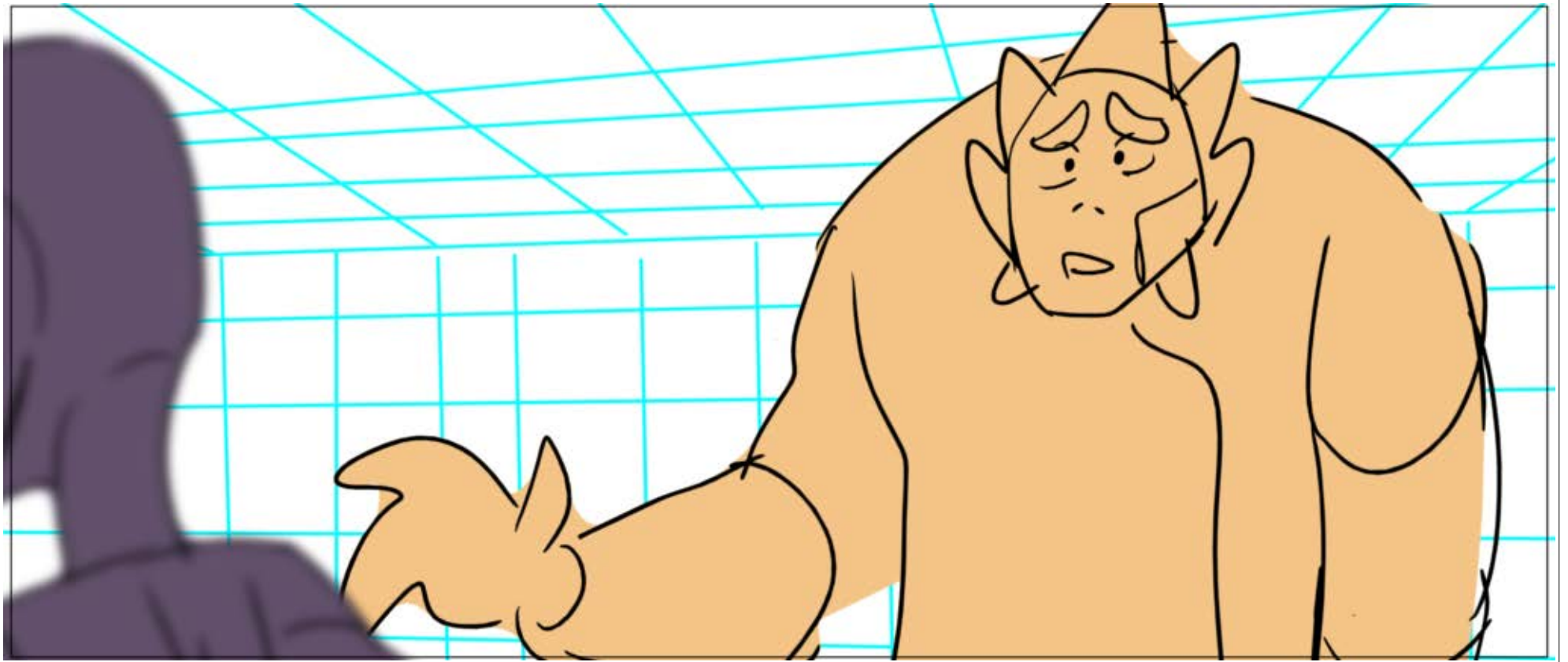


Dialog

ROK-TAHK

22 We'll find a way out of the Neutral Zone.

Scene	Duration	Panel	Duration
500	03:14	001	01:00



Dialog

We'll get to the Federation.

Scene	Duration	Panel	Duration
500	03:14	001A	00:14

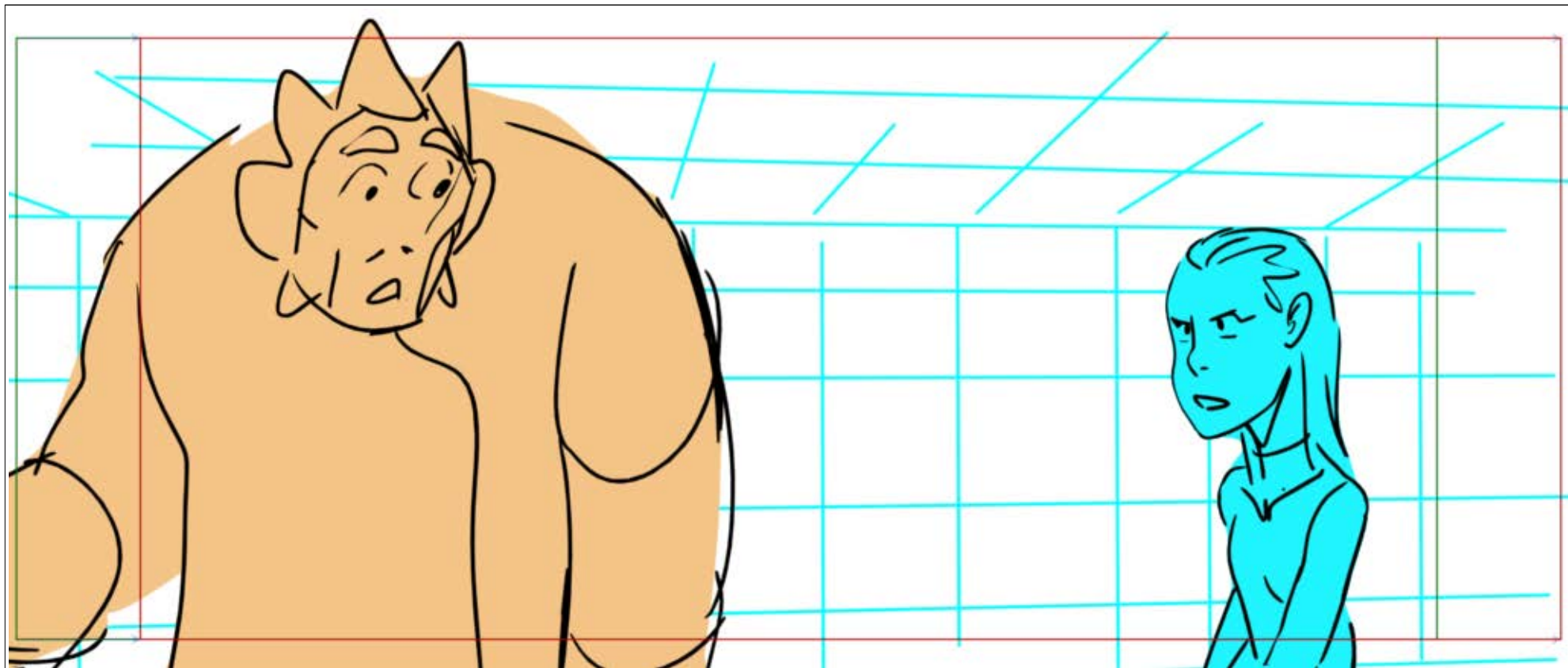


Dialog

GWYN

23 Maybe it's time we consider...

Scene	Duration	Panel	Duration
500	03:14	001B	00:12

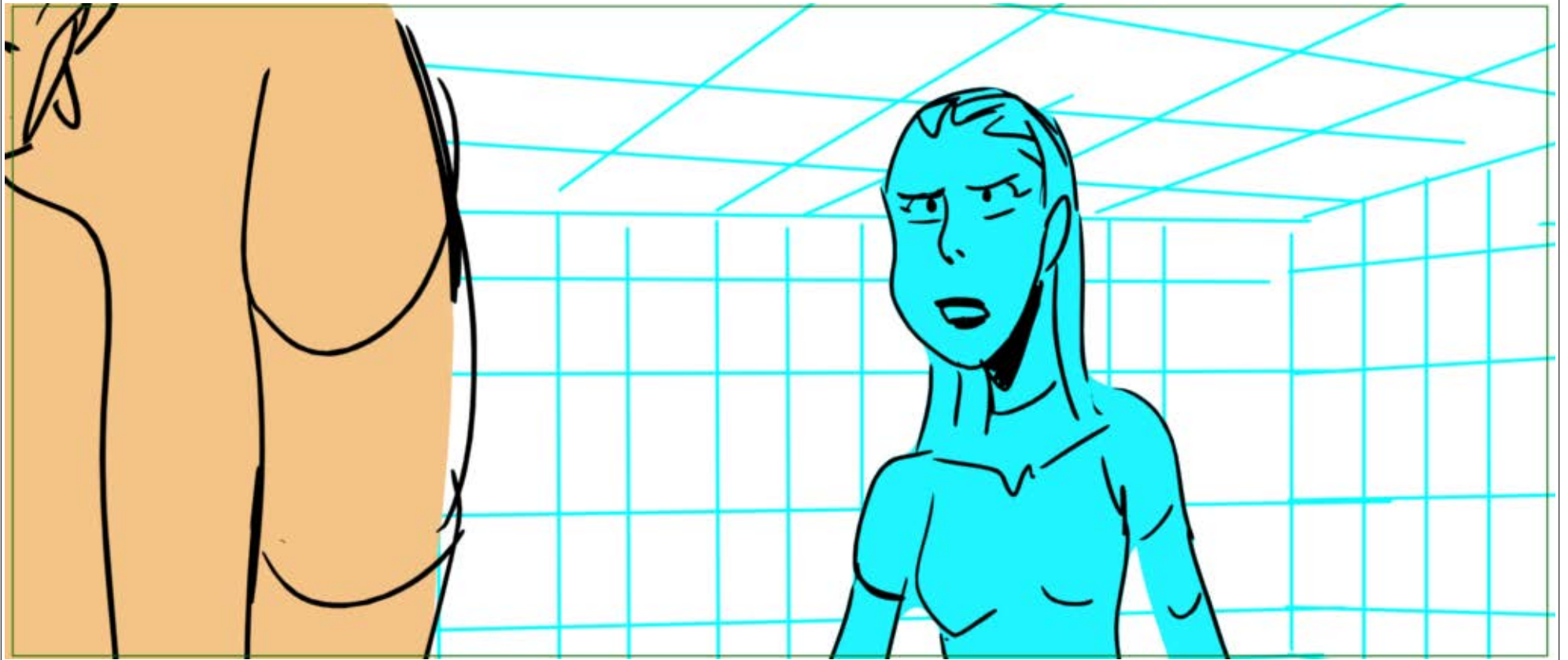


Dialog

GWYN

23 Maybe it's time we consider...

Scene	Duration	Panel	Duration
500	03:14	02A	00:12



Dialog

GWYN

23 Maybe it's time we consider...

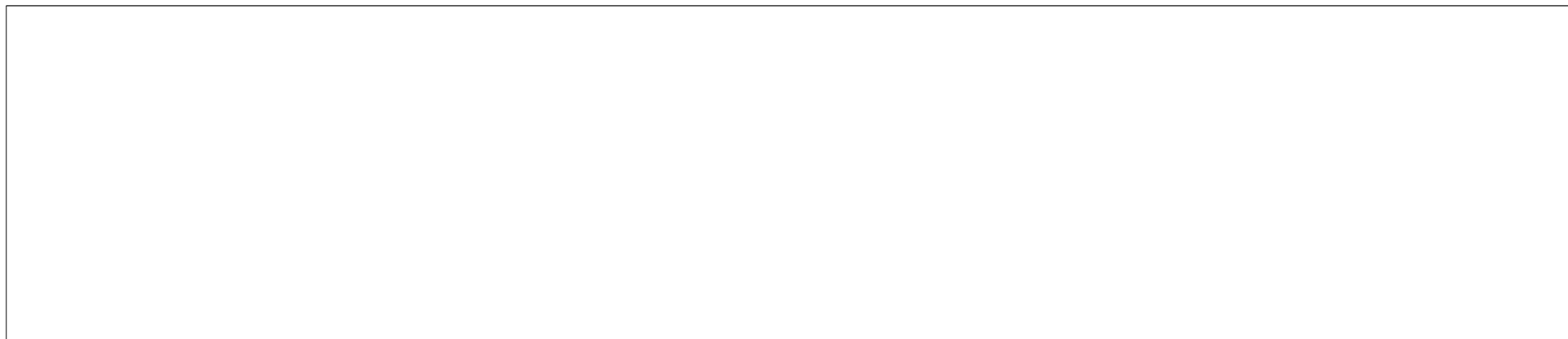
Scene	Duration	Panel	Duration
500	03:14	001A0	01:00



Dialog

24 We stop trying to go to Starfleet.

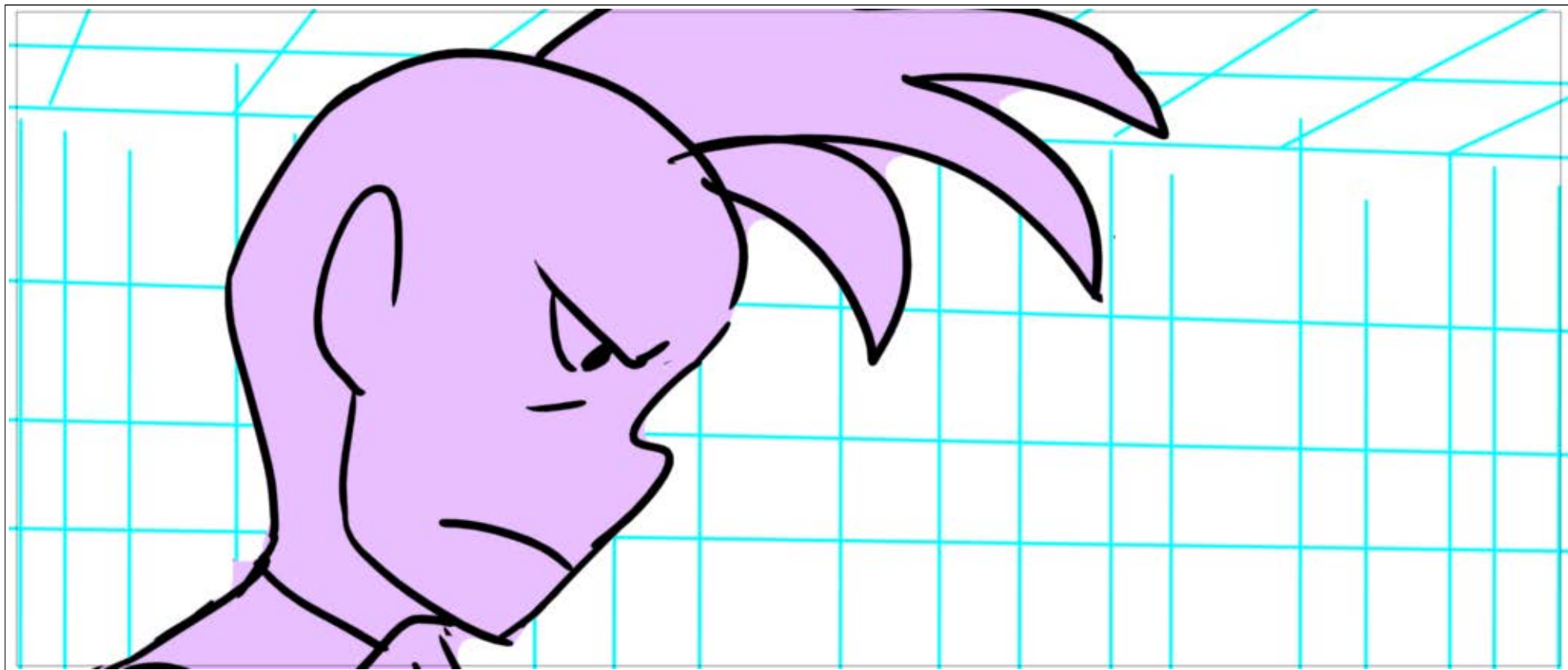
Scene	Duration	Panel	Duration
510	02:00	001	01:00



Scene	Duration	Panel	Duration
510	02:00	001A	01:00



Scene	Duration	Panel	Duration
530	09:00	001	01:00

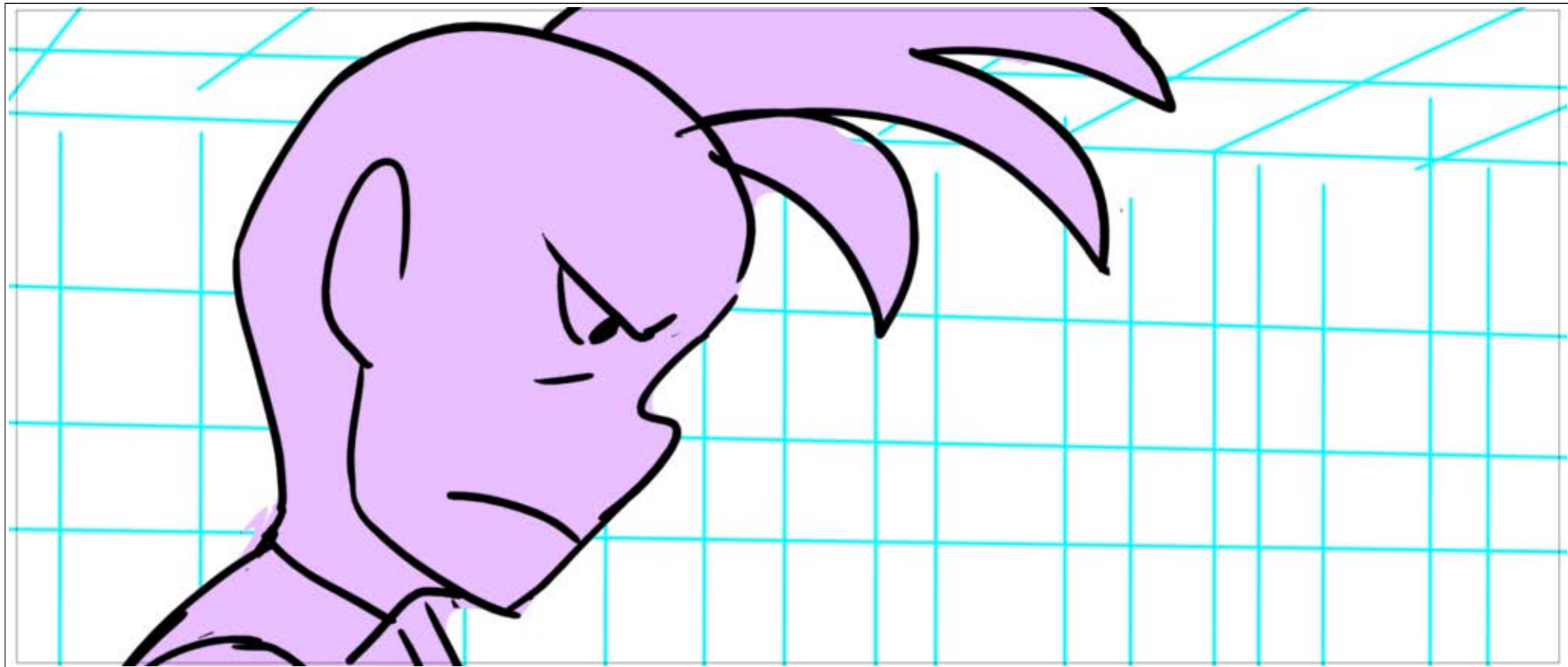


Dialog

CAPTAIN JANEWAY

25 Wow. It?s like a funeral in here.

Scene	Duration	Panel	Duration
530	09:00	001A0	01:00

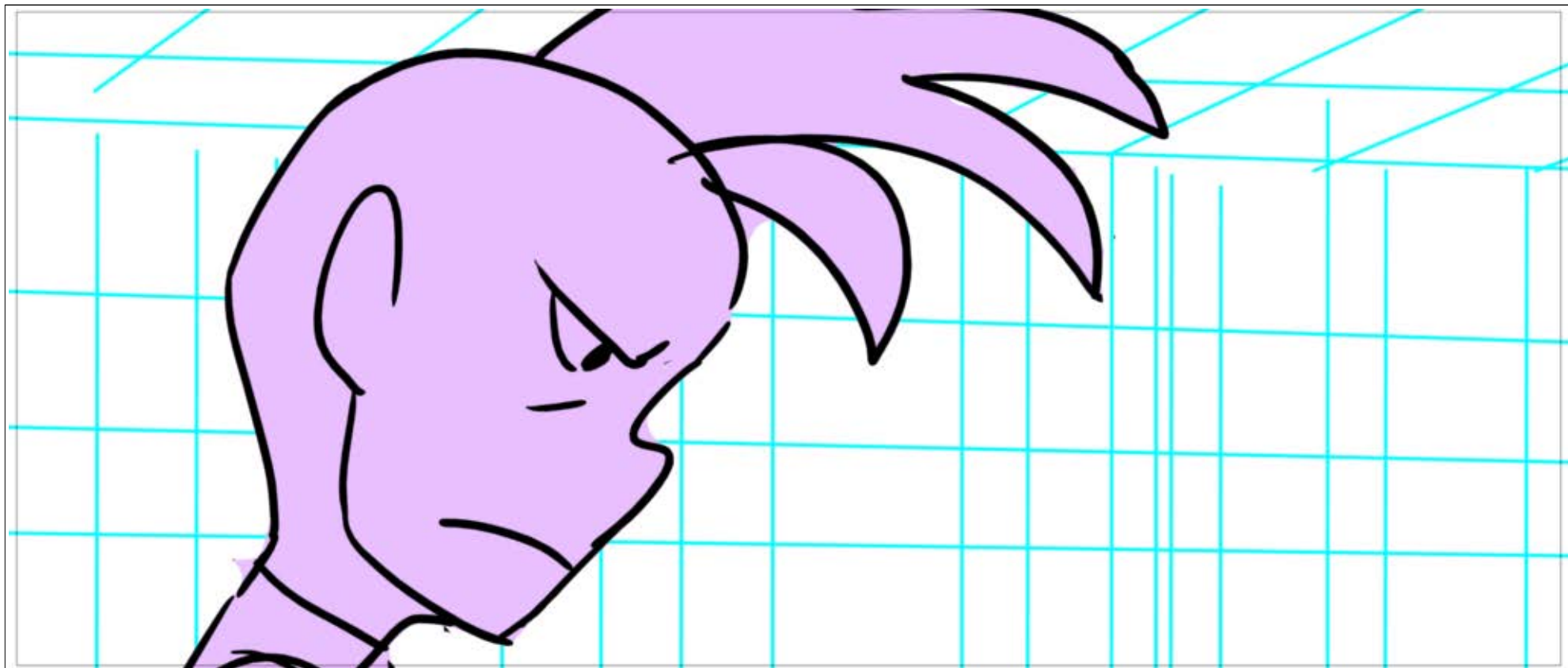


Dialog

CAPTAIN JANEWAY

25 Wow. It?s like a funeral in here.

Scene	Duration	Panel	Duration
530	09:00	001A999	01:00

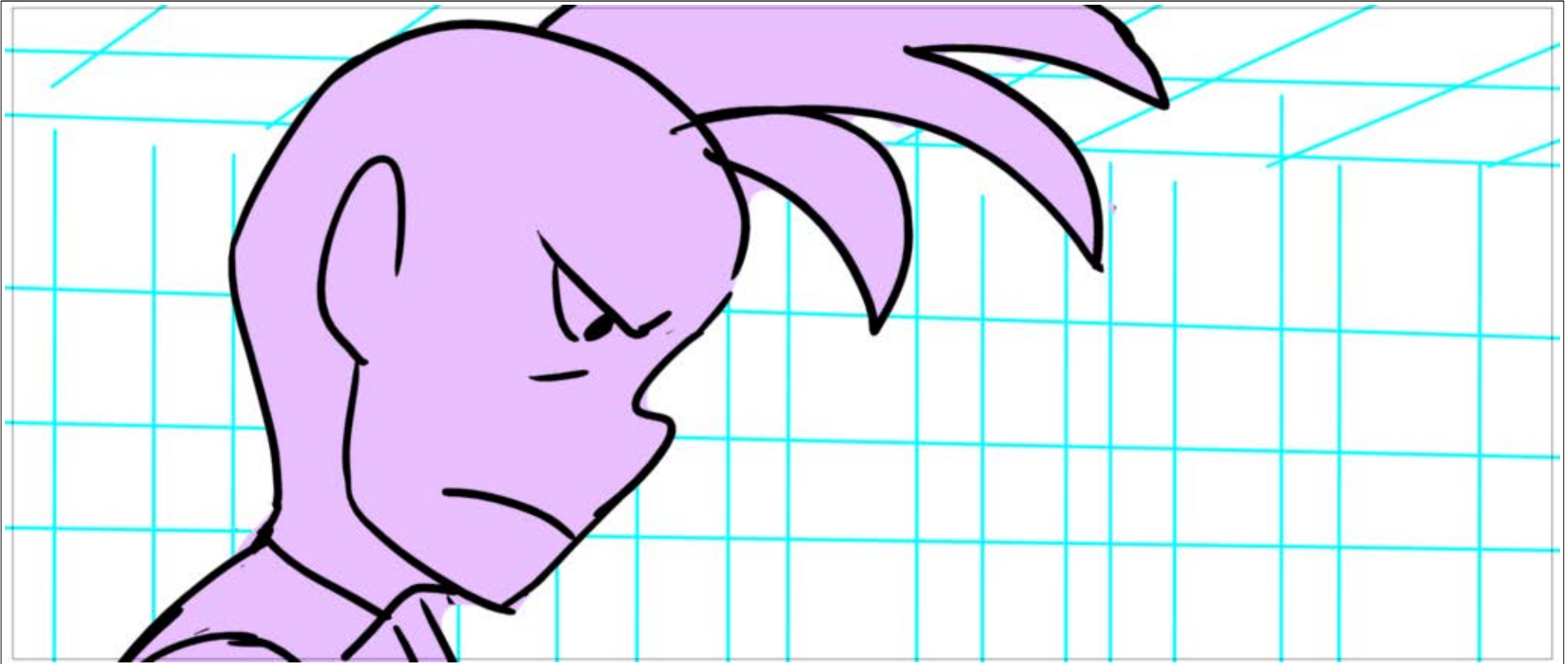


Dialog

CAPTAIN JANEWAY

25 Wow. It's like a funeral in here.

Scene	Duration	Panel	Duration
530	09:00	001A2	01:00

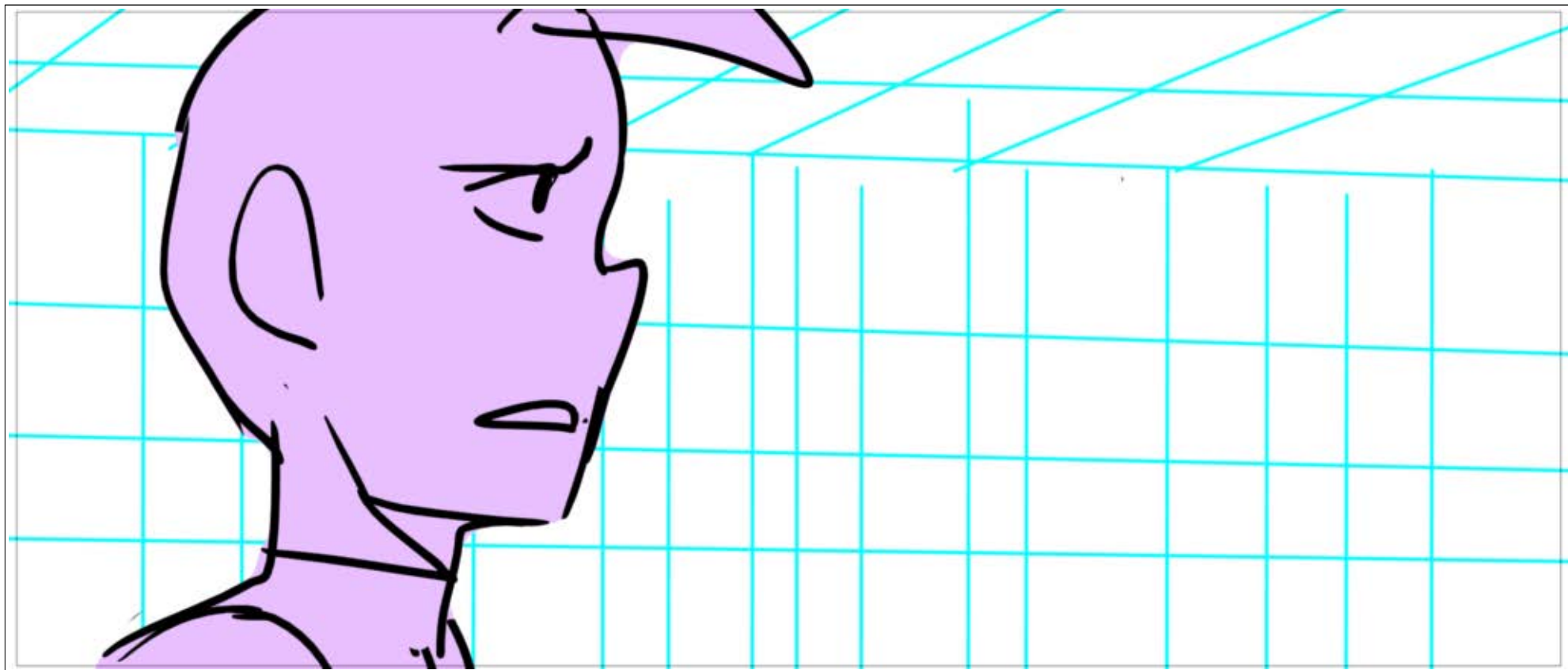


Dialog

CAPTAIN JANEWAY

25 Wow. It?s like a funeral in here.

Scene	Duration	Panel	Duration
530	09:00	001A	01:00

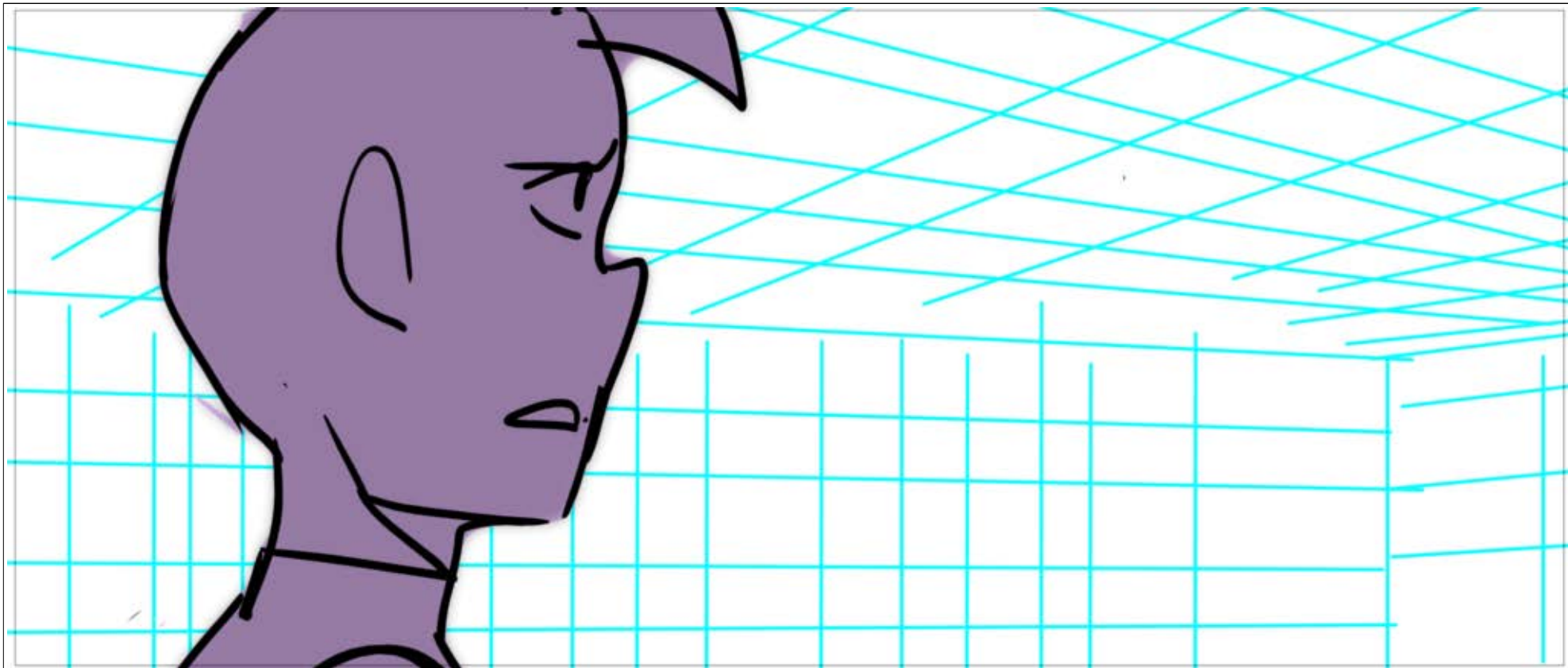


Dialog

CAPTAIN JANEWAY

25 Wow. It?s like a funeral in here.

Scene	Duration	Panel	Duration
530	09:00	001B	01:00

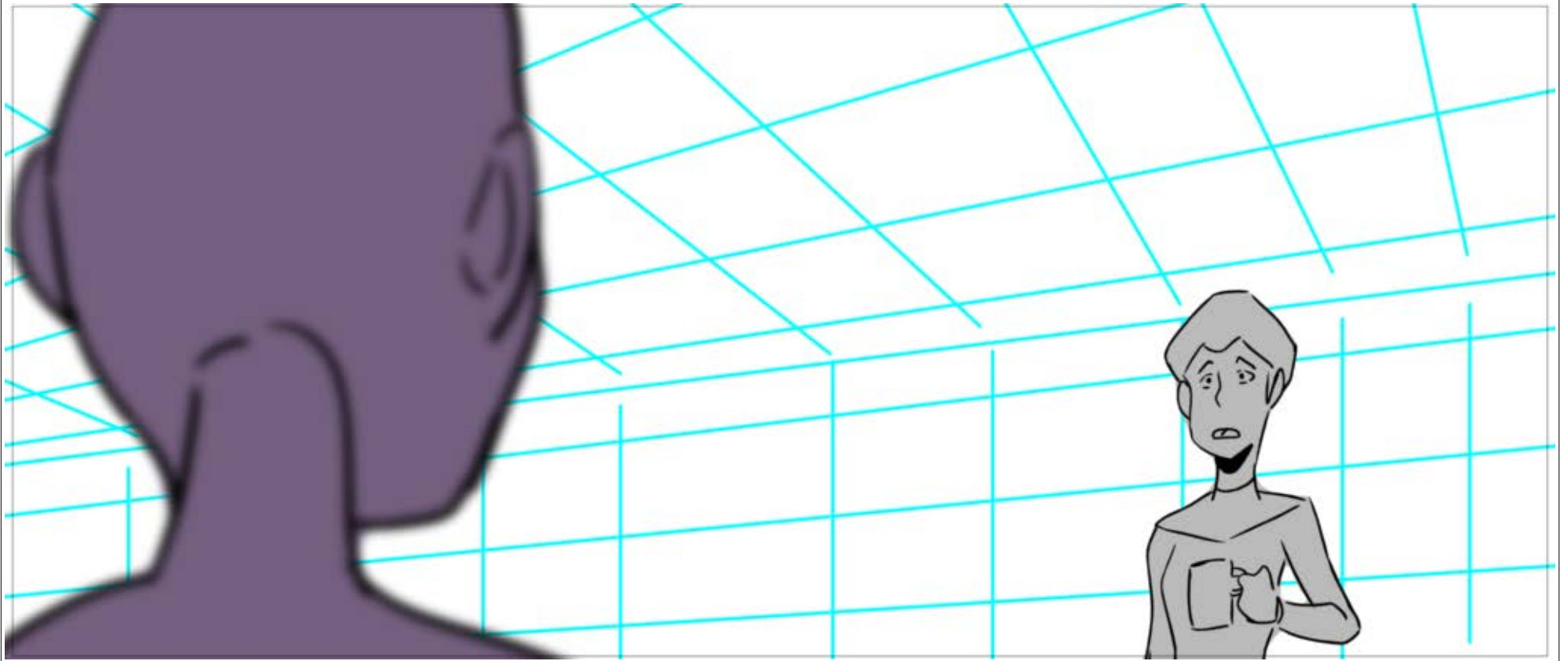


Dialog

CAPTAIN JANEWAY

25 Wow. It?s like a funeral in here.

Scene	Duration	Panel	Duration
530	09:00	001A1	01:00



Dialog

CAPTAIN JANEWAY

25 Wow. It's like a funeral in here.

Scene	Duration	Panel	Duration
530	09:00	001C	01:00



Dialog

CAPTAIN JANEWAY

25 Wow. It?s like a funeral in here.

Scene	Duration	Panel	Duration
530	09:00	001D	01:00

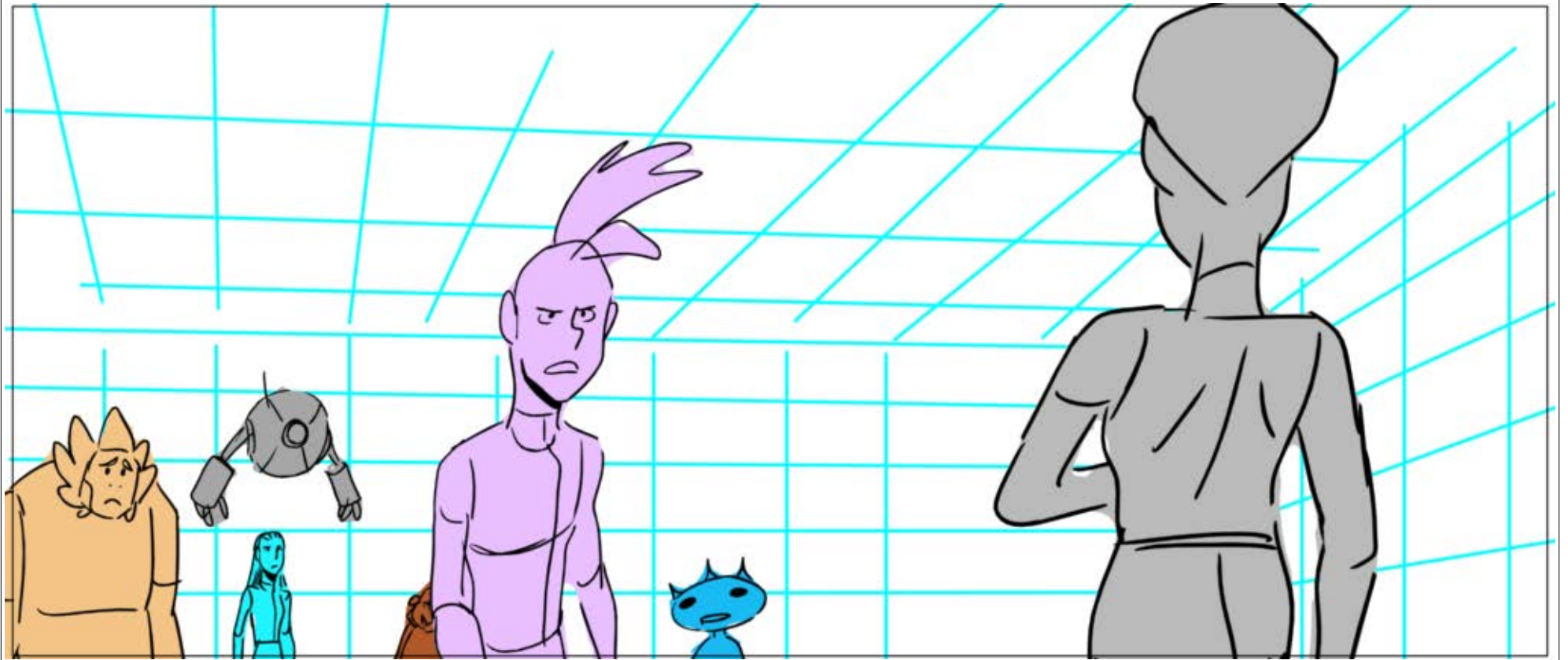


Dialog

CAPTAIN JANEWAY

25 Wow. It?s like a funeral in here.

Scene	Duration	Panel	Duration
540	08:00	001	01:00



Dialog

DAL

26 It might as well be.

Scene	Duration	Panel	Duration
540	08:00	001A	01:00



Dialog

DAL

26. Our dreams of joining the Federation are dead.

Scene	Duration	Panel	Duration
540	08:00	001B	01:00



Dialog

DAL

26. Our dreams of joining the Federation are dead.

Scene	Duration	Panel	Duration
540	08:00	001C	01:00



Dialog

DAL

26. Our dreams of joining the Federation are dead.

Scene	Duration	Panel	Duration
540	08:00	001D	01:00



Dialog

DAL

26. Our dreams of joining the Federation are dead.

Scene	Duration	Panel	Duration
540	08:00	001E	01:00



Dialog

CAPTAIN JANEWAY

27 You've been up for days.

Scene	Duration	Panel	Duration
540	08:00	001F	01:00

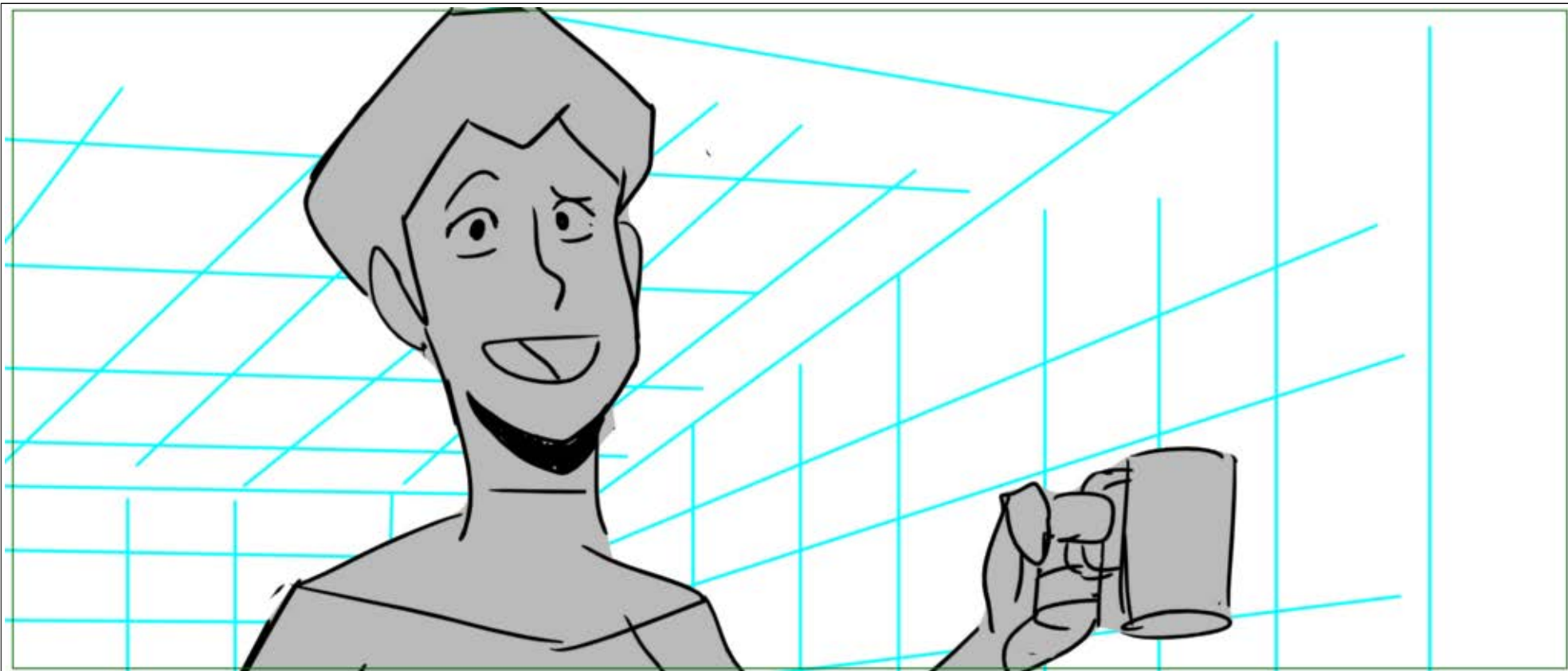


Dialog

CAPTAIN JANEWAY

27 Get some rest.

Scene	Duration	Panel	Duration
540	08:00	02F	01:00

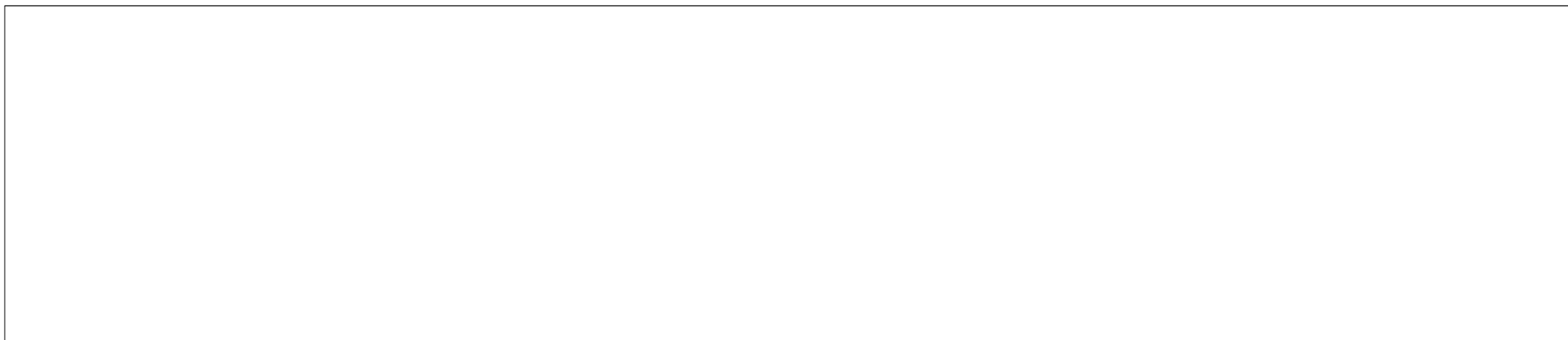
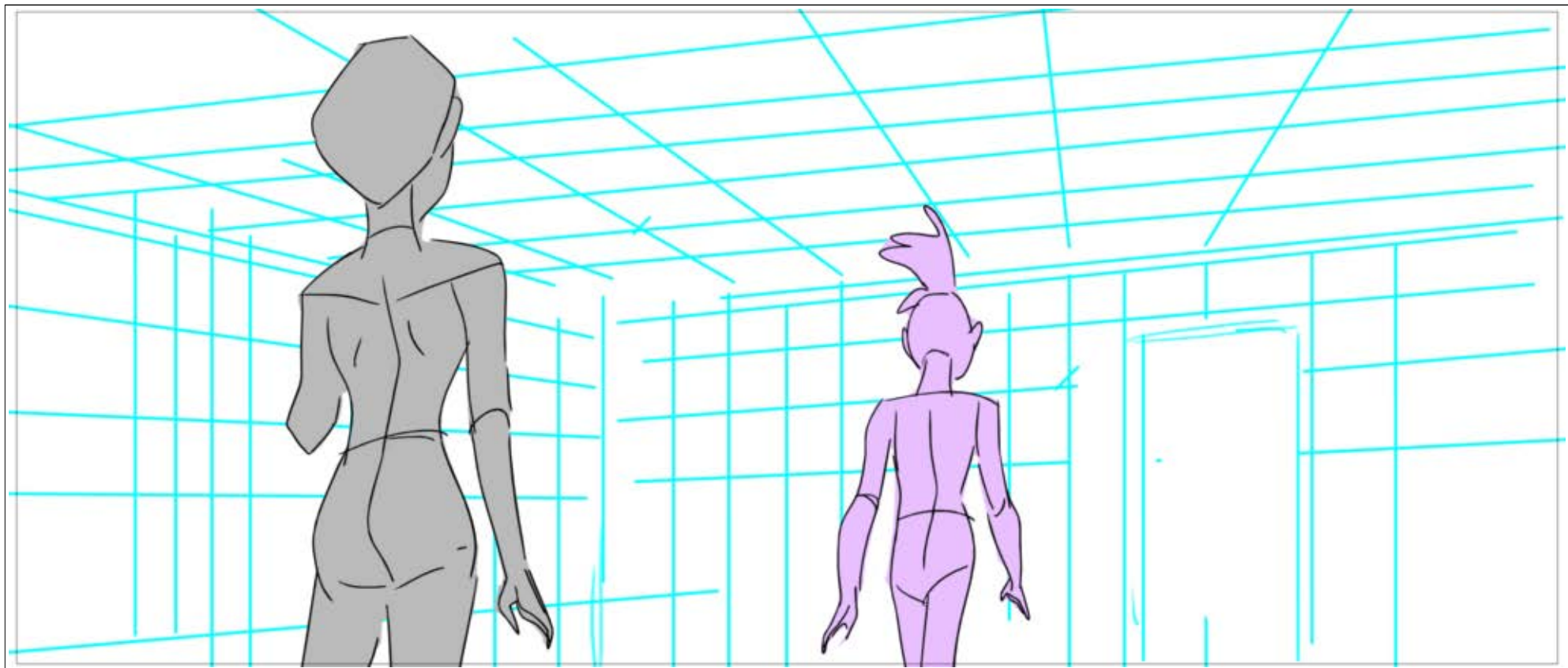


Dialog

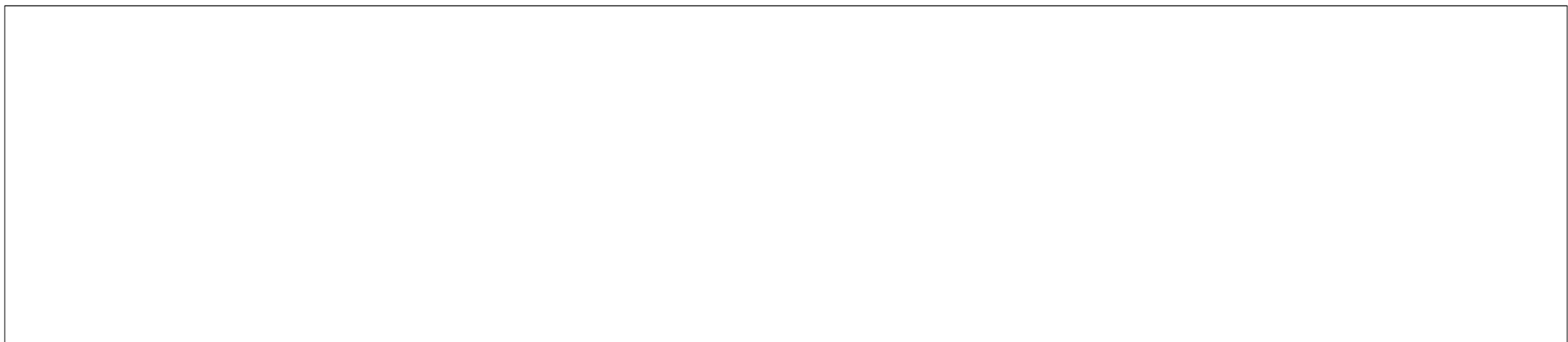
CAPTAIN JANEWAY

27 What isn't present today, might reveal itself tomorrow.

Scene	Duration	Panel	Duration
550	03:00	001	01:00



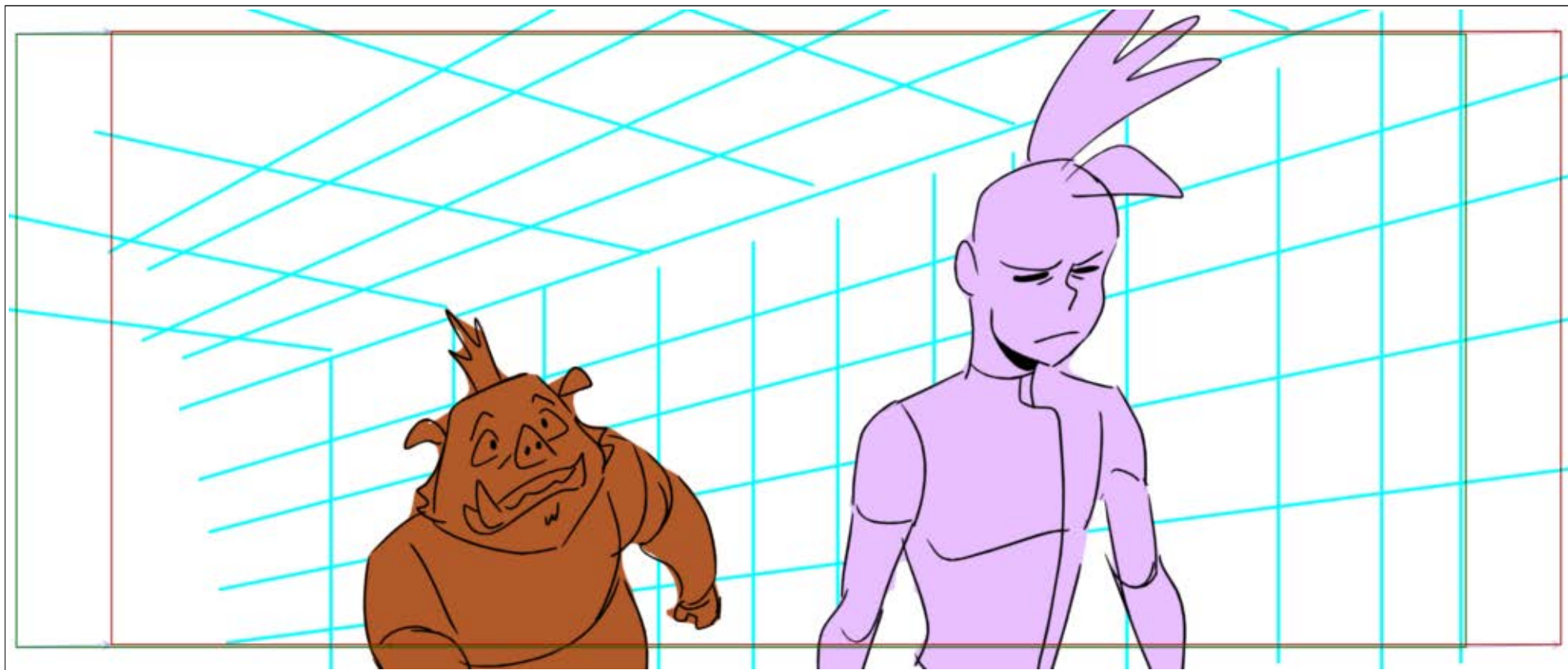
Scene	Duration	Panel	Duration
550	03:00	001A	01:00



Scene	Duration	Panel	Duration
550	03:00	001B	01:00



Scene	Duration	Panel	Duration
560	03:00	001	01:00



Dialog

JANKOM POG

28 In stressful times like this,

Scene	Duration	Panel	Duration
560	03:00	001A	01:00

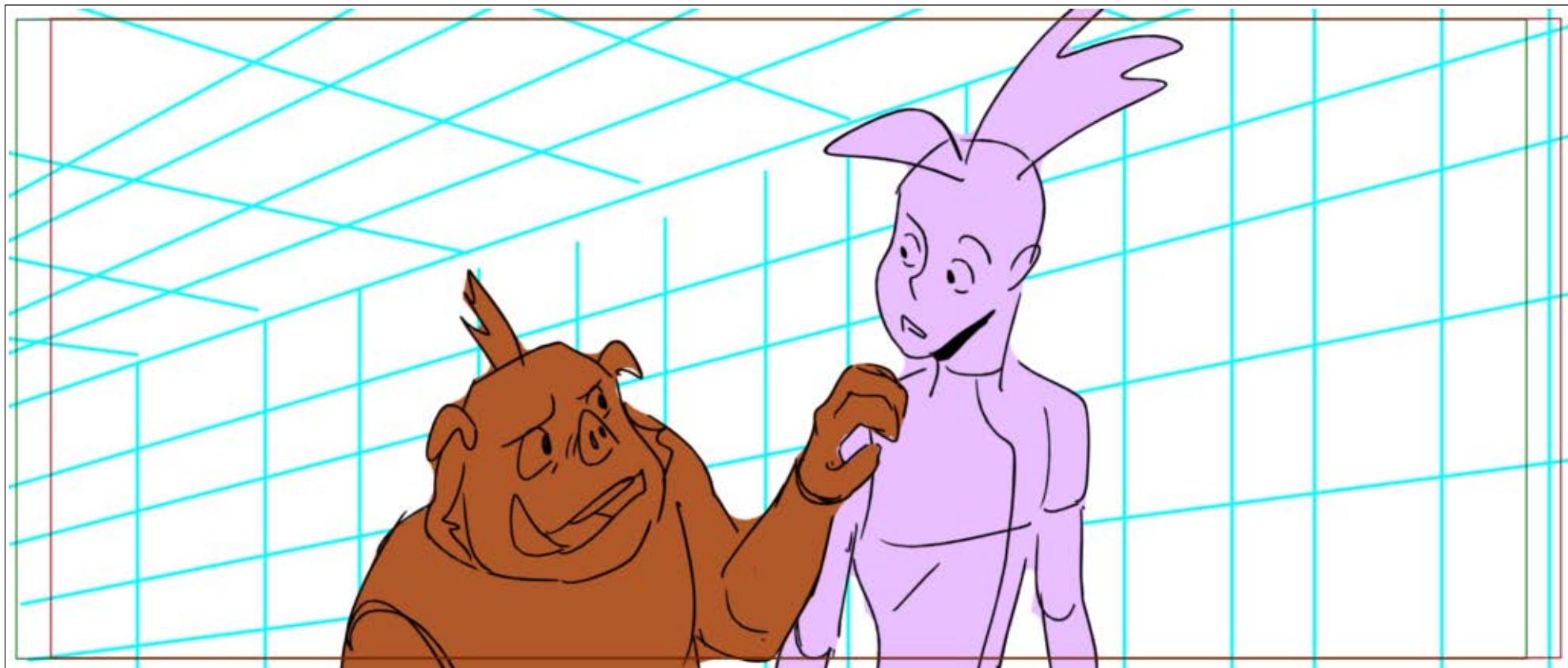


Dialog

JANKOM POG

28 Jankom Pog knows just the solution.

Scene	Duration	Panel	Duration
560	03:00	001B	01:00



Dialog

JANKOM POG

28 Jankom Pog knows just the solution.